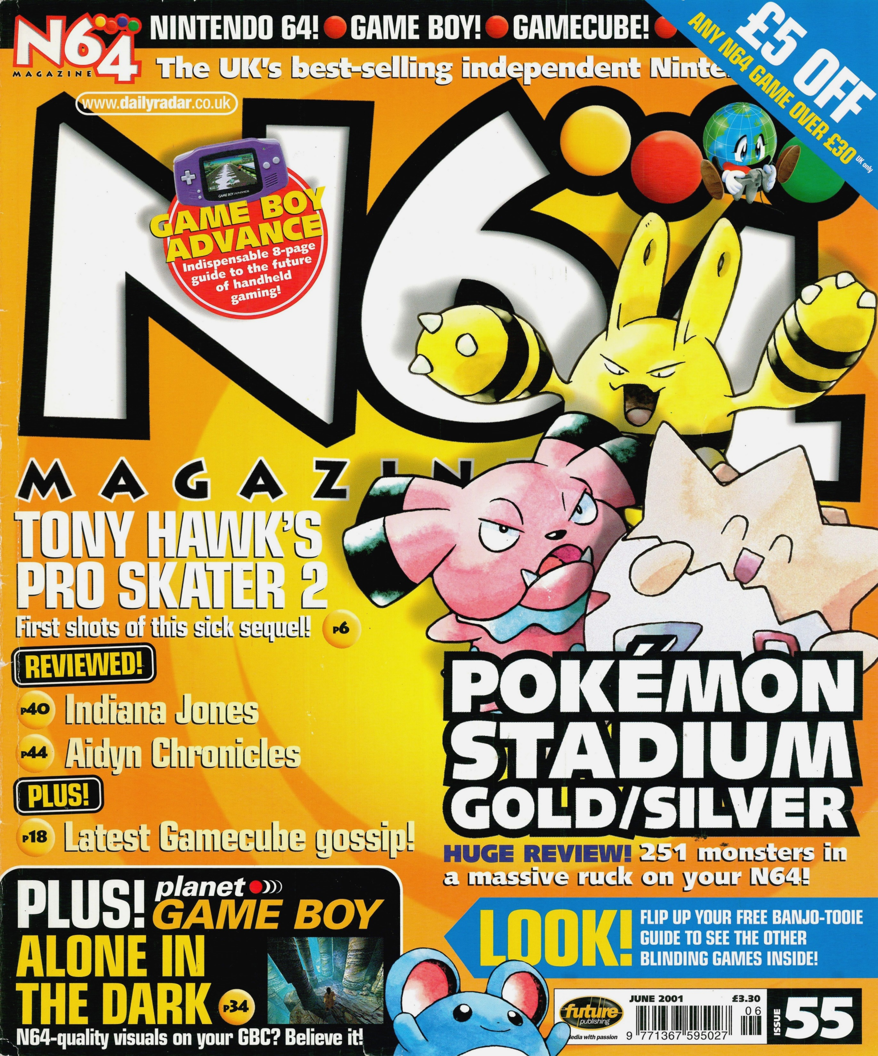

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ISSUE 55

THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

N64 MAGAZINE

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**Next issue on sale Tuesday 12th June**

To find out why it's going to be fantastic, jump to p96




# WELCOME TO N64 MAGAZINE

## At 100 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

**Don't be fooled by feeble imitations!**



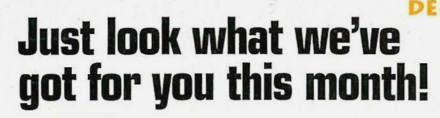
## Catch 'em if you can!

So, they're back. Just as smug know-it-alls began whispering about the death of Pokémon, *Gold* and *Silver* arrive and shift ***1 million*** copies in just two days on sale in Europe. That's almost six games sold every second – which makes Hear'Say look like a band of struggling part-timers playing the odd gig in deserted pubs.

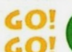
Thankfully, Nintendo know better than to milk the Pokémon phenomenon dry with a release schedule full of unimaginative cash-ins – which is why *Pokémon Stadium Gold/Silver*, reviewed over on page 48, is such a joy. Watching Pichu, Togepi, Snubbull and co. leap out of the GB screen into rip-roaring 3D battles on the N64 is a giddying experience, and we've spent many a happy hour watching our hand-reared monsters suffer a bloody beating at the hands of Geraint's crack team of psychopathic Pokémon.

Also in this issue, we've given the Game Boy Advance Japanese launch line-up a good going over, netted the first N64 screens of *Tony Hawk's 2* – and packed our bags ready to fly to the US and bring you a vatful of screens and info on the incredible Gamecube. Enjoy the issue – and turn to page 18 to find out why you must *not* miss the next one…

**Mark Green**
**DEPUTY EDITOR**









THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 55, June 2001



# FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6













# Club 64

The ultimate reader service.

Starts on page 57



















N64 MAGAZINE

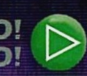
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Your first look at the *BIG* new N64 games!

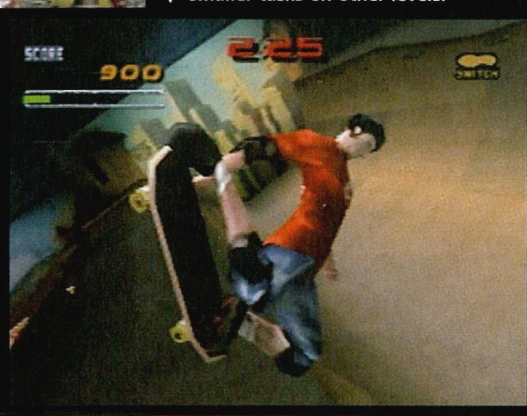



**WANT MORE NEW GAMES?**
*Check out the Coming Soon section of Planet 64 on page 16!* GO! GO!





# TONY PRO



*As with TH1, some of the arenas are at competitions, where the all-out near-perfect runs you'll need to turn in offer a break from the numerous smaller tasks on other levels.*

*Venice Beach isn't the easiest of levels, but it offers stacks of big-scoring opportunities.*

**INFO BURST**

| TONY HAWK'S 2 | |
|---|---|
| FROM: | Activision |
| CART SIZE: | 256Mbit |
| HOW MANY PLAYERS: | 1/2 |
| CONTROLLER PAK: | Yes |
| EXPANSION PAK: | Yes |
| RUMBLE PAK: | Yes |
| TRANSFER PAK: | No |

WHEN'S IT OUT?



| US | UK | Japan |
|---|---|---|
| Summer | TBA | TBA |

ANTICIPATION RATING



*The trick totals are way up on TH1, and should leave even real-world skaters spoilt for choice. Eggplant, anyone? Benihana?*

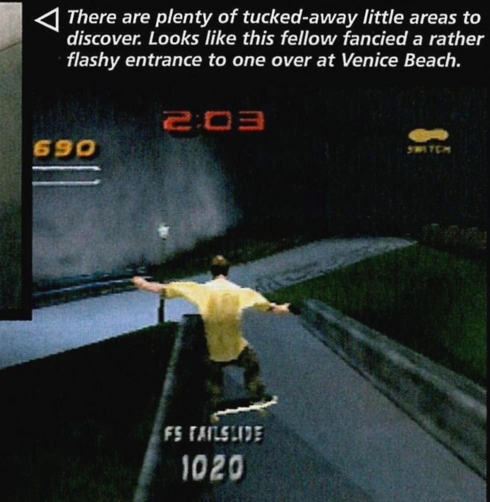
*Use the cash you earn to upgrade your chosen pro's strengths, board and repertoire of general tricks – or buy special moves.*







There are plenty of tucked-away little areas to discover. Looks like this fellow fancied a rather flashy entrance to one over at Venice Beach.




Go on – try to link this tailslide to a grind on that fence ahead. Points mean prizes. Sort of.

Bonuses are plentiful, including the smile-inducing Car Plant from the previous game.

# HAWK'S SKATER 2

## back to the grind

Not since *California Games* in the 1980s has an 'extreme sports' title caused such a stir. The popularity of *Tony Hawk's* has been evident on nearly every console – even the humble GBC. So it's a very pleasant surprise to discover that the awesome sequel – canned as far as the N64 was concerned several months ago – is now back onto import specialists' release schedules.

Unlike most sequels, *Tony Hawk's Pro Skater 2* should be even better than its predecessor, thanks to developers Edge Of Reality pulling out all the stops. Not only have the visuals been sharpened, but the Career mode, which was a little too easy in the original *Tony Hawk's*, is now jam-packed with extras to make the single-player longer lasting.

So, you'll now have to fulfil more demanding criteria, like collecting more sets of items from hard-to-reach places and topping various point requirements, all of which earn you the cash you need to open up later levels. Collecting money will also enable you to upgrade your board, learn new tricks – of which there are now hundreds – and improve the various stats of your chosen skater. This adds a certain element of strategy to *Tony Hawk's* – something that's never been incorporated successfully into an extreme sports game to date.

There will be a total of eight main arenas to unlock, as well as secret areas and characters to uncover – one of which is a certain blue-and-red lycra-clad web-slinger. And the excellent multiplayer games make a welcome return, including the hilarious Horse – a ridiculously competitive turn-based game where the loser faces humiliation by way of customisable insults. Prepare yourself, too, for the split screen free-skate, where two of you can practice linking killer combos before you compete. That's all in addition to the tried-and-tested Trick Attack and Graffiti modes, carried straight over from the original *Tony Hawk's*.

**LIFESPAN** ***Career mode, a little too easy in the original, is now jam-packed with extras to make the single-player longer lasting.***

All that not enough for you? Wait 'til you get a load of the skatepark editor. You'll be able to create an all-new skating arena, with any layout you like, and as few or as many ramps, rails, curves and funboxes as you fancy. There'll also be extras like lethal spiked pits for even more challenge, upping the stakes for any *TH* multiplayer tournaments you have in mind.

All in all, then, *Tony Hawk's 2* is shaping up to be pretty impressive. Some of the fancy extras from the prequel – like real-time FMV footage – have gone, but the host of additions more than make up for a less flashy front end. Watch these pages closely for the first review when it's released in the US this summer. 'Check it y'all'. Ahem.




Manuals (wheelies to us mortals) let you link tricks into massive lines for serious pointage.

**TO BE CONTINUED...** More info on *THPS2* just as soon as it busts its way into the office.

SHIGSY'S CUDDLY ADVENTURE IS JUST AROUND THE CORNER!

*Your house might not be massive, but it's cosy inside.*

*You can buy or sell grub at the local market. Get to it!*

*Every house has a peanut-shaped wooden path in Animal Forest.*

*A TV, hi-fi system and piano. No wonder she's looking so smug.*

*Looks like the kitty's lost something important.*

*The best fishing game since Zelda.*

*Look at the size of that double bass! And is that a xylophone-playing teddy in the corner?*

*Japanese text-entry made easy courtesy of the N64's analogue stick. Yep.*

# ANIMAL



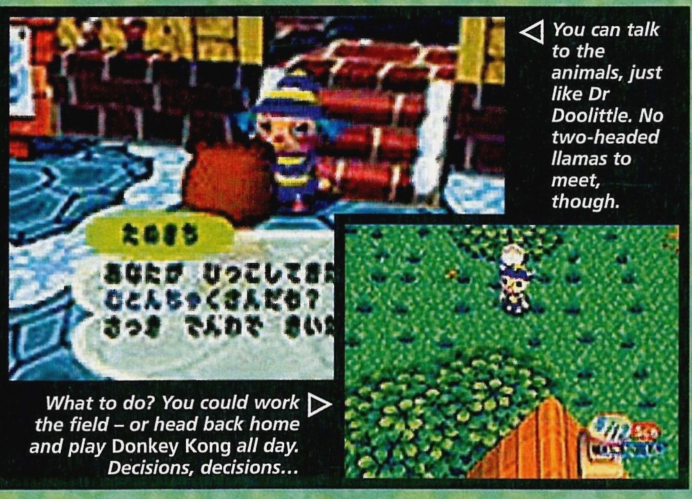
## INFO BURST

| ANIMAL FOREST | |
|---|---|
| FROM: | Nintendo |
| CART SIZE: | TBA |
| HOW MANY PLAYERS: | 1 |
| CONTROLLER PAK: | Yes |
| EXPANSION PAK: | No |
| RUMBLE PAK: | No |
| TRANSFER PAK: | No |

WHEN'S IT OUT?

| US | UK | Japan |
|---|---|---|
| TBA | TBA | Now |

ANTICIPATION RATING



*You can talk to the animals, just like Dr Doolittle. No two-headed llamas to meet, though.*

*What to do? You could work the field – or head back home and play Donkey Kong all day. Decisions, decisions...*

**Butterfly-catching? Furniture-shopping? *Dogs playing guitars*? Yes, it's tricky to get excited about *Animal Forest*. Until, that is, you learn that this is a product of Shigeru Miyamoto's fevered brain – a lump of grey jelly that's churned out at least 117 of the greatest ideas in videogaming history.**

Admittedly, some of *Animal Forest*'s ideas seem suspiciously similar to those dreamt up by Natsume for the acclaimed *Harvest Moon* series of farm-'em-ups. The aim, simply, is to live your life. Whether that entails felling trees and flogging the logs to the locals, or lounging around your bedroom playing *Donkey Kong* on your home arcade machine, is entirely up to you. But there are rich rewards on offer for getting off your backside – fishing, catching insects or delivering parcels for your furry buddies will net you a pocketful of cash, which you can spend on new chairs, cabinets, curtains and CD players for your virtual abode.



Salmon have a habit of hanging around near waterfalls – it's a good fishin' spot.

You can catch butterflies, but you can't sandwich them between the pages of a book.

Grab hold of an axe and you can give those trees the chopping they deserve.

Isn't he the cutest? It's a shame about the taste in wallpaper, though.

It probably reads something like: "Do not read this message."

Here's that guitar-playing dog. Fancies himself as a bit of an Elvis, by the looks of it.

You'll have to wait 'til Christmas to see stunning stuff like this.

Shigsy's worked his magic to make this game a beauty.

In the woods today, the teddy bears (and other animals) are having a picnic.

# FOREST
## tree-mendous

It *sounds* like one for the kids – but Shigsy intends the whole family to enjoy *Animal Forest*. With four save slots on the cart, not only can mum, dad and the kids all explore the gloriously detailed surroundings separately, they can also leave things for the others to find. There's a message board in town where notes can be pinned up, and the friendly duck in the post office will gladly pass on a gift, be it a pwetty flower or a brand new electric guitar. The CPU-controlled residents of the forest will also respond well to prezzies – and if you're feeling *really* nice, you can take an animal friend on holiday to a mate's *Animal Forest* cart using a Controller Pak.

**MASTERY** ***With four save slots on the cart, mum, dad and the kids can all explore the detailed surroundings separately...***

The menagerie of creatures in *Animal Forest* is quite a sight – cows, pelicans, monkeys, bears, pigs and even, for some inexplicable reason, something with a pumpkin for a head. With bucketfuls of text stored on the massive cart, it's possible to have lengthy conversations with them all – although this is Nintendo's most Japanese-saturated game to date, so expect to be mystified if English is your only tongue. Be warned, too, that the game's *Pokémon Gold/Silver*-style temporal authenticity (where the time and date in the game matches real life) means you might be sitting up in your jim-jams 'til all hours in order to catch sight of some of the shier animals.

Perhaps the best thing about *Animal Forest*, though, is that the cutesy character you control is fully customisable. Lime green hat and stripey red socks? No problem. Scary spiral eyes and the traditional dress of the Netherlands? Certainly, sir. And fashions change as the seasons roll by, so you can access a wide variety of woolly hats in winter, and a snazzy T-shirt or two when the sun has got its hat on.

Sounds great, no? And it's gracing the shelves of Japanese game stores as we speak – so prepare for our giant import review of *Animal Forest* in the very next issue. Lovely.

**TO BE CONTINUED...** Form a queue outside **N64**/56's Import Arena for *Animal Forest*.

# PLANET 64 NEWSDESK

The hottest news and the best new game previews!

QUICK JUMP TO POKÉMON CLUB p13 POKÉMON NEW GOODS p14 PREVIEWS p16

# Gamecube delay made official.

## Console slips in US, Japan – but not UK.

**Just days before the E3 games expo in Los Angeles (see page 18), and two months away from Gamecube's original July Japanese launch, Nintendo President Hiroshi Yamauchi has confirmed the next-gen machine will *not* arrive on time.**

Blaming delays in factory production, Yamauchi announced that Gamecube will now reach Japanese stores on 14th September – with such a specific date suggesting that no more delays are likely. In the US the launch date has shifted from October to mid-November. The UK's 'Spring 2002' remains unchanged.

Ironically, in an interview published in Japanese magazine nDream a week prior to the announcement, Nintendo of Japan Director Satoru Iwata laughed off rumours of a delay. "We've had bad experiences in the past announcing things early and then having to change our plans," he admitted. "So we've decided to stay quiet this time."

As with the launch of N64, which was delayed to allow Nintendo time to finish *Super Mario 64*, the release date of Gamecube hinges on one man – Shigeru Miyamoto. The two-month delay gives him valuable time to complete whatever games he's rustling up for Ninty's new box of tricks. But if Mr Iwata's interview is anything to go by, things could still be *very* tight.

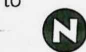
"Mr Miyamoto is under serious pressure," he admits. "He often calls the factories to find out the last possible day to submit a game without delaying its release date. Literally, he would be changing things at the last minute. The programmers and debugging team would plead with him not to do it, but it's that kind of attention to detail that makes his games classics."

Shigeru Miyamoto – let's hope he gets those games finished pronto.

Nintendo are already making preparations for Gamecube's launch – including hiring a former hacker to help market both GC and GBA. Mathew Bevan, aka 'Kuji', has been employed by Ninty to kickstart a 'viral marketing campaign' – using clever Internet strategies to encourage people to spread Nintendo's message themselves by word-of-mouth and email. Bevan was accused, but not convicted, of hacking into US Air Force computer systems in 1997. Now a security consultant, his talent is also being employed for marketing purposes by Channel 4's digital channel, E4.

But specific details of Nintendo's marketing for Gamecube, along with all aspects of the machine, will remain a mystery until Wednesday 16th May, the first day of E3. Satoru Iwata hinted at tweaks to the machine's joypad design, but otherwise would only report that "there will be playable demos".

We'll be bringing you *all* the news from the E3 expo in the very next issue. Jump to page 96 to ensure getting your copy, or risk missing out.



Nintendo's new box slips back a little. Sob.

# SHORT CUTS



### GBC + PS2 = ?

Finally, Sony's black DVD player is being put to good use with a Game Boy Color emulator, courtesy of Datel. *Game Studio* will be able to enhance GBC and GB graphics, and comes packaged with eight titles, mostly from the budget range that Datel themselves have published, including *ATV Racing* and *Painter*. They're discussing the idea of a Game Boy Advance emulator, but we'll happily munch on our headgear if this happens.

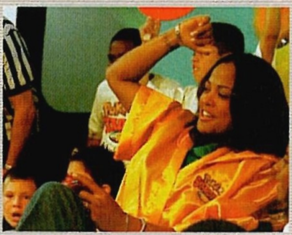
### HA HA HA

Ever the wacky japesters, Ninty posted an April Fool press release on their website to wind up the likes of us. They announced an MP3 player add-on for the N64 in all seriousness, featuring Mario in dreadlocks and Donkey Kong in a tutu. Apparently the device will feature an asymmetric partial-register instruction language and fully oriented omni-logic, plus 70 minigames to keep the li'l 'uns happy. 70 minigames, you say? Ah, that'll be *Mario Party 3*, then.

### STADIUM BOUT

The daughters of boxers Muhammad Ali and Joe Frazier duked it out with a Pokébattle at a recent charity bash for the Boys' & Girls' Club of Hollywood. Laila Ali and Jacqui Frazier, themselves both successful boxers, went toe-to-toe with *Pokémon Stadium 2* at the event held at the Club, which coincided with the game's American launch. In June, however, the pair will meet in an altogether more serious matching when they are scheduled to fight in New York. Much like her father, Jacqui Frazier beat Ali after a long and hard-fought battle, in case you're interested.





# 32-bit baby boom

## GBA launches sky high.




Japan's gone mad for GBA – and it's only just over one month 'til the UK release!

**Some things just make you want to emigrate, don't they? Like lines of cheery Japanese folk lined up outside Tokyo's electronics stores, waiting for their GBAs. As expected, all of the 650,000 units vanished from shelves like warmed products from a bakery. By now, the tally is set to be *well* over a million.**

Interestingly, Nintendo have announced that the US allocation of units will be slashed by half to 500,000 for launch day, which has prompted some people to speculate that this is in order to guarantee Europe a cool one million GBAs.

In Japan, the most popular colour by far was Milky Blue. However, shoppers found peripherals in short supply, with only the officially licensed stuff freely available in decent quantities. Power packs are exceedingly scarce, which will help Ninty's old chums Panasonic, who made the batteries included.

The games have gone down a treat, too. *Mario Advance* shifted all its 159,000 copies in a couple of days, with the other main titles doing between 30,000 and 80,000 in the first four days. Great stuff.

The videogame industry in general was impressed by the launch. Senior Analyst Lisa Spicer of corporate and investment banking firm ING Barings in Tokyo commented, "The success of Game Boy Advance is a no-brainer, as there is no real competitor." And by the time you read this, there'll already be a new colour on sale: quite a tasty Milky Pink. It'll retail for exactly the same as the other three, but there's no news yet on whether the pink 'un will ever be seen outside Japan. A definite consideration for the collector, we'd say.



# N64 auction alert

## We're touting our wares.



**Alas, it's come to this. The N64 office is so clogged up with merchandise, we're flogging off all manner of crazy stuff on websites...**

Wait a sec though, it's not to fund our holidays – it's all for charity.




In association with our sister website www.futureauctions.co.uk, we're donating huge quantities of bits and pieces we've accrued over the years. All proceeds will naturally go to a worthy cause – like a blister-removal operation for Mark, or even something more deserving than that.

There really is a remarkable wealth of stuff we've got hanging around the office, like some rare SNES posters, back issues of the mag, loads of copies of the excellent book Game Over by David Sheff, toys and so on. A great haul for anyone wise enough to attend. The great sell-off will start in mid-May at www.futureauctions.co.uk, so check there for full details, including which charities will benefit from your buys.

GO! GO!




### DO THE PELICAN

Third-party hardware developers Pelican Accessories are set to produce peripherals for Gamecube for the machine's launch. Said Chris Richards, company President, "We want to be fully prepared to support Gamecube… with a complete line of fully compatible, high quality accessories that expand and improve upon the gaming experience". More on Pelican's efforts nearer the time.

### SNK SUNK

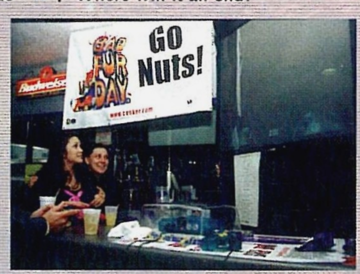
Fighting-games specialists SNK, who recently had some success with the Neo Geo Pocket Color handheld, have filed for bankruptcy. Their debts are said to be around ¥38 billion (about £213 million), which means the only real rival to GBA is now officially sunk. There's still the enigmatic Red Jade and some potential other offerings from mobile firms, but GBA will surely rule. Good news, but spare a thought for the dearly departed…

### ADULT PHONE SERVICES

Ninty are gearing up to tailor their Japan-only Mobile GB system to older users with some mature games. Realising that poor sales (around 80,000 to date) of the system are because kids don't own mobiles (well, duh!), the Big N have a horse-racing title, a golf title and similar carts on the way. You can get a taste of such fare with our *Napoleon* review on page 32. Nintendo will also make sure more stores sell the add-on.

### SQUIRRELS AT PLAY

The *Conker's* campaign of smut continues. This time, Nintendo have teamed up with Playboy to host a series of multiplayer challenges across the United States, with the prize being an invite to the Playmate of the Year party in Hugh Hefner's world-famous Playboy Mansion. At 20 college campuses, the Playmates have been on hand to look after drunken fratboys as they set about blasting the Tediz et al to bits. Where will it all end?




# Tokyo show

## Nintendo make debut at top Japanese games expo.

**For the first time ever, Nintendo have graced the annual Tokyo Games Show – held at the same venue as last year's Spaceworld extravaganza – in order to show the videogaming world the latest and greatest of Game Boy Advance.**

The organisers specifically requested Ninty's attendance so that they could boast a handheld section, which would otherwise be mostly empty. Nintendo didn't do things by half, going all-out on what was almost the show's biggest stand, featuring games from all the major GBA players. Namco, Hudson, Epoch, MTO, Capcom and the rest were on hand with most of the games the public wanted to see.

*Bomberman Story* played beautifully, Camelot RPG *Golden Sun* looked incredible, and *Super Street Fighter II Revival* and *Final Fight One* drew the old-school crowds. There were 40 games in all, a healthy showing indeed, even if it did include *Doraemon* (shudder).

Great news for Nintendo, as not only did it reaffirm their dominance of the handheld market, but also proved them willing to make large and impressive showings at *all* trade expos from now on. Bonzer.

*It's Mario Kart! In the palm of your hand. The stuff dreams are made of.*




*These GB Advance booths were last seen at Spaceworld 2000.*

# Pokémon banned

## Saudi Arabia prohibits 'mon.

**Well, it had to happen. Pokémon has been banned from Saudi Arabia. Claiming that the phenomenon has had a detrimental effect on the country's children, the Saudi Arabian Higher Committee for Scientific Research and Islamic Law has put its foot down.**

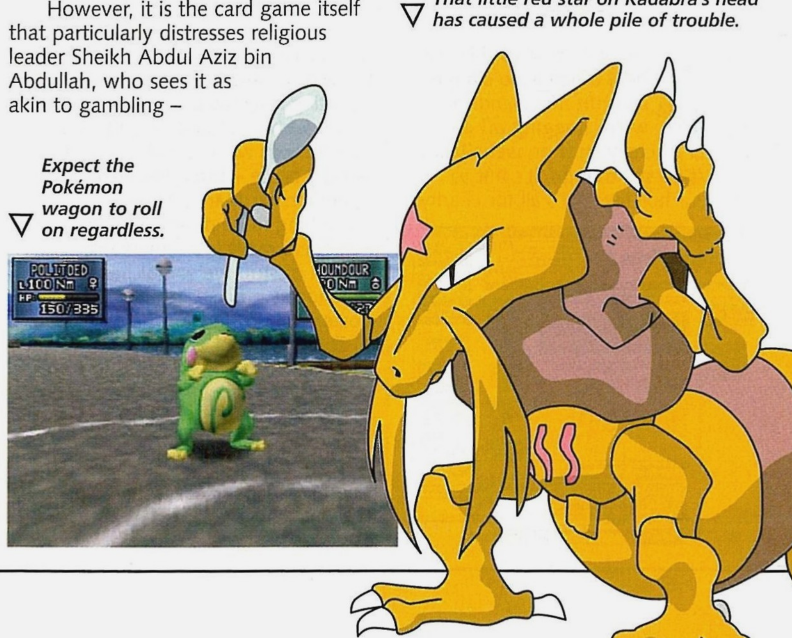
Everything Pokémon-related is disallowed, as not only has it apparently "possessed the minds" of Saudi's kids, but certain cards are said to feature symbols that are taboo in fundamentalist Islam – like the Star of David (on Kadabra's head, presumably), associated with Zionism. Similarly, other cards apparently feature motifs used in other belief systems.

However, it is the card game itself that particularly distresses religious leader Sheikh Abdul Aziz bin Abdullah, who sees it as akin to gambling – something strictly forbidden to Muslims. "[They] spend all their money to buy the cards, and compete with each other to win more," he said. However, Nintendo have stated that its products are not religious and Pokémon cards aren't for gambling.

Other Islamic states like Malaysia may follow Saudi Arabia's *fatwa*, but Pokémon unites the world in drawing fire from across religious divides, including, as we reported in **N64**/53, from a Mexican priest who recently called for Pokémon dolls and magazines to be ritually burned at his parish church. Pikachu vs God – this really is going to be a Pokébattle worth watching…

*That little red star on Kadabra's head has caused a whole pile of trouble.*

*Expect the Pokémon wagon to roll on regardless.*



# Pokémon CLUB

Turn the page for our regular round-up of Poké-related goodies, plus the chance to win Pokémon mags and books!

Turn to this page every month for the latest Pokemon news!

June 2001

62 Credits

# CELADON TIMES

The Pika Paper for Pokémon!

## THE SECOND COMING

△ All those *Golds* and *Silvers*. Mops were on hand to clean up the pools of drool collected.



◁ The massive London Eye sees all in a new Pokéworld.

**Never let it be said that Nintendo don't know how to make a big splash, because that's exactly what they did with the launch of *Pokémon Gold/Silver* over here. A team fresh back from Johto island itself descended on a clutch of European cities in one fell swoop, delivering the spangly goods into sweaty hands.**

The latest instalment of the world's most successful videogame arrived simultaneously in London, Hamburg, Paris and Madrid to great fanfares and general rejoicing. In Blighty, passers-by and assembled press hanging around the Thames on the magical day of 6th April were stunned to see a convoy of three hovercraft with a fifteen-foot crate in tow, accompanied by a helicopter, a truck and no fewer than twenty adventurous types kitted out like would-be Johto explorers. Presumably they were on hand to restrain the slavering masses and maintain order.

The contents of this crate were a secret prior to the event – all we knew was it'd be a whopping great mystery figure from Johto, carved (allegedly) from gold. Who was it? That was only unveiled when the convoy arrived on shore, having passed by the London Eye, the Houses of Parliament and other such world-famous landmarks. It was new 'mon Elekid, of course, and an overjoyed assembly was on hand to welcome the new creature to the UK. The kids were then amply rewarded with more copies of *Pokémon Gold/Silver* than you could shake a Shuckle at.

Across Europe, similar events were being held to celebrate the joyous arrival. In Paris, another curious Johto figure arrived at the Eiffel Tower, having been accompanied by three military-style hummers. The whole procession did a tour round Paris, encompassing hot spots like the Champs Elysées. In Madrid, it was a similar story, with the parade ending up at the Central Station near the renowned Prado art museum.

German Pokéaddicts were treated to quite a show indeed. The package arrived in the port of Hamburg and continued its way through to the capital, Berlin. It was then loaded onto a land convoy made up of a lorry, some jeeps, outriders and vans, accompanied by another helicopter. That array of vehicles winged its way through the venerable city towards its final destination, the Potsdal Plaza.

Great things are expected for *Pokémon Gold/Silver*, and that's hardly a surprise. In the US of A, it took the new batch only one week to rack up sales of 1.4 million copies, and there's no reason why the success shouldn't be repeated over here. Good news, really. In the unlikely event you haven't picked up your copy yet, first get your head examined and then get down to the shops.

Pronto.



And there he is! Elekid's a bit of a strange mascot for the games, mind. ▷

# POKÉMON NEW GOODS

## YOUR MONTHLY ROUND UP OF ALL THINGS POKÉMON!

### POKÉMON: THE FIRST MOVIE COMICS

**Viz Comics • $3.95**

Some genius at Viz Comics came up with the brilliantly simple idea of getting hold of the first Pokémovie and making it into a comic. However, there's one little problem with this formula. The books' creators seem to have simply taken images directly from the animated film and bunged 'em on the page, so it looks a bit like the movie's been run through a colour photocopier a few times. A bit shoddy, that. If you can stand the somewhat patchy quality, this set of two collector's items is quite enjoyable.

**78%**

### POKÉMON STICKERS

**High St • £1.25**

You'll find the usual suspects here from the first batch of 'mon, all very colourful, eye-catching and quite adhesive. Take them out to play and they'll sparkle in the warm glow of the daylight sun, too – just be careful not to accidentally blind passing pensioners with the reflected light. It's a typical Poképroduct: well-made, good quality, but just a little pricey for what you get. That said, when the stickers are gone there is a little cardboard thingy for you to to colour in. You could do much worse than these.

**82%**

### POKÉMON CARTOON BOOKS

**Viz Comics • $5.95**

As Neil Diamond once sang, "We're coming to America!" Or we'd certainly like to if they have such treats as these original Manga-style books on offer for the price of a movie ticket. They're excellent black-and-white line drawings in the style of the best quirky Japanese stuff of which Kittsy is so enamoured. They follow Red – you might remember that's an alternative name for Ash in the original *Pokémon* – and as an added bonus you also get some tasty glossy stickers. Which is nice.

**92%**

### POKÉMON VIDEOS VOLS 5&6

**Warner Bros • High St • £9.99 each**

Also available at £15 for a pair, these two videos of the TV show really belong together, as their storylines are linked. Thunder Shock sees Ash and chums squaring off against Raichu and boarding the SS Anne for a quick pleasure cruise. However, by volume six it's all gone a bit Titanic, wouldn't you know. As ever, these are pretty enjoyable if you haven't already caught them on telly. Best enjoyed on a sweltering Saturday afternoon with cheap fizzy pop and a handful of Flying Saucers, if you happen to remember such things.

**81%**

### POKÉMON: THE MOVIE 2000

**Warner Bros • High St • £9.99**

It seems only yesterday that long queues stretched around the corners of Bath city centre as the world waited to see Pika's new adventures and some lovely new 'mon in action. Pokémon: The Movie 2000 is an altogether better effort than the original, which felt a little like an extended episode of the TV series. The added feature – Pikachu's Rescue Adventure – is a much more rounded affair than Pikachu's Vacation from the previous movie, too. With a sneak preview of the third movie included, this is well worth considering.

**89%**

### POKÉMON GAME BOY COLOR

**Nintendo • High St • £64.99**

To celebrate the arrival of the beautifully spiffy *Gold/Silver*, Nintendo have issued a special-edition machine, much in the style of their previous lovely efforts. This time around, the GB is a standard yellow, with Pika and Pichu prancing about around the edges of the screen gleefully. Closer inspection reveals a blue D-pad and red and green buttons. All of which is mighty nice, but it's very hard to justify spending *muchos dineros* on a new Game Boy Color when a backwards-compatible *Game Boy Advance* is right around the corner at a pretty comparable price…




# WIN! POKÉBOOKS!

Like the look of those nifty books and comics above? Thought so. We have some copies to give away to the lucky contestant who can answer this little query:

**Who voices Ash in the Pokémon TV series and movies?**
**a) Veronica Taylor**
**b) Roger Taylor**
**c) Dennis Taylor**



Inscribe the solution on a postcard or similar device, add a stamp and bung it in our direction:
**'I can read my ABC' Competition,**
**N64 Magazine,**
**30 Monmouth Street,**
**Bath, BA1 2BW.**

Your answer much reach us no later than 18th June 2001, and we'll accept no more than one entry from each household. Cheers.



Can't wait?
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NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS

## Q & A

**How many tracks?**
*Ten, and Vatical are promising shortcuts and secret areas to entice you back to the water after you've finished the main championship.*

**And craft?**
*Eight officially licensed Seadoo PWC jetskis. The riders are all able to pull off some death-defying stunts, too – so there'll be plenty of opportunity to taunt your foes in the multiplayer.*



**And...?**
*That's about it. Possible UK release, but by the time it arrives we'll probably all be too busy with import copies of Wave Race GC to notice...*

### INFO BURST

| SEADOO HYDROCROSS | |
|---|---|
| FROM: | Vatical |
| CART SIZE: | 128Mbit |
| HOW MANY PLAYERS: | 1-4 |
| CONTROLLER PAK: | Yes |
| EXPANSION PAK: | No |
| RUMBLE PAK: | Yes |
| TRANSFER PAK: | No |

WHEN'S IT OUT?

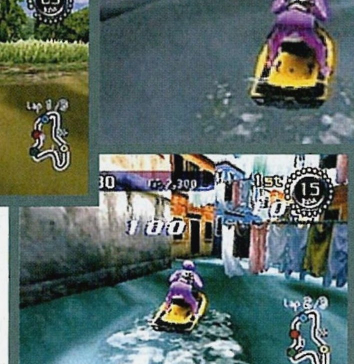
| US | UK | Japan |
|---|---|---|
| Now | TBA | TBA |

ANTICIPATION RATING: 3/5



*Yep, it's Loch Ness, complete with monster. Ker-azy!*

*Looks a little like Wave Race's Drake Lake, doesn't it?*



*This is Antarctica. Do a stunt for the penguins.*

*Venice, of course. Watch out for the washing...*

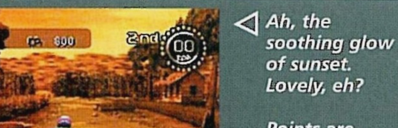
# Seadoo Hydrocross

## *Water performance from Vatical! (Sigh.)*

**Will Gamecube play host to *Wave Race 2*? Probably. But if you simply can't wait to get your hands on another round of foamy frolics, there is another option – in the shape of Vatical's ambitious *Wave Race*-alike *Seadoo Hydrocross 2001*.**

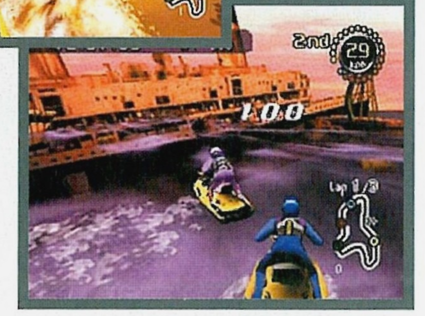
Brought to you by Vicarious Visions, the team behind last month's deeply average *Polaris SnoCross* – and reusing that game's engine – *Seadoo Hydrocross* is a truly wild watery wonder. Forget *Wave Race*'s authentic ports and beaches – the jetskis in *Seadoo* get to roar along Venetian canals, around Loch Ness (complete with monster), over Antarctic ice sheets, and, in a bizarre *Bad Fur Day*-style turn, through the flowing filth of Paris' network of sewers. That could be a signal that *Seadoo* will be taking itself a little less seriously than Nintendo's racer.

It's unique stuff, but whether Vicarious can replicate *Wave Race*'s sublime handling and near-perfect course design is another matter entirely. *Seadoo*'s out in the US right about now – read our verdict next month.



*Ah, the soothing glow of sunset. Lovely, eh?*

*Points are awarded for pulling off fancy stunts.*



# Power Pro Baseball 2001

## Wave bye-bye to the big heads.

And so the steamroller of big-bonced baseball brilliance lumbers on. The seventh of a series that's stretched across SNES and N64, *Power Pro Baseball 2001* is the final outing for Konami's deformed sporting kiddies on Ninty's black box.

What's new? Hard to tell, though the in-game commentator seems even more excited than usual. New characters are a given, joining the likes of 'Mascara Boy' and 'The Inflatable Head Twins', as immortalised in Martin's review of *Power Pro 5* (**N64**/17, 78%). But it'd be wise to expect some attractive new stadia and a couple of new solo options to keep things interesting *sans* baseball-loving buddies, as well as CPU opponents who are slightly less cheatsome than usual.

Each new instalment in the *Power Pro* series proves a phenomenal success in Japan, with or without minor changes, so version 2001 should sell by the thousands. Expect our bemused review in **N64**/56's Import Arena.



It's the Daiei Hawks vs the Giants – the baseball match of the century! Possibly.

And here's a screen full of Japanese options.

He godda big face, Harry... and he godda really, really big face. Sorted, respect due.



You can name your own big-bonced baseball bloke and fiddle with his stats. Comprehensive stuff and no mistake.

### INFO BURST

| POWER PRO BASEBALL 2001 | |
|---|---|
| FROM: | Konami |
| CART SIZE: | 128Mbit |
| HOW MANY PLAYERS: | 1-4 |
| CONTROLLER PAK: | Yes |
| EXPANSION PAK: | No |
| RUMBLE PAK: | Yes |
| TRANSFER PAK: | No |

WHEN'S IT OUT?

| US | UK | Japan |
|---|---|---|
| TBA | TBA | Now |

ANTICIPATION RATING

### Q & A

**What's the appeal?**
It's a lot to do with the immediately accessible controls – a simple tap of A to swing the bat, and a touch on the analogue stick to direct the ball's flight path – with R helping you whack it to kingdom come. Fielding is just as user-friendly, thanks to smart use of the C-buttons.

**There's got to be more to it than that.**
Yep. Recent editions of the game have included an ISS 2000-style RPG mode, where you control a team manager and try to guide your boys to victory. Unless you're fluent in Japanese, though, the story's bound to flummox – especially when the team is inexplicably kidnapped by a mad scientist.

**What's next for Power Pro?**
It's already a huge success on GB Advance – Power Pro GBA shifted 77,000 copies in its first four days on sale in Japan alone – and is a cert for GC.

# Derby Stallion 64

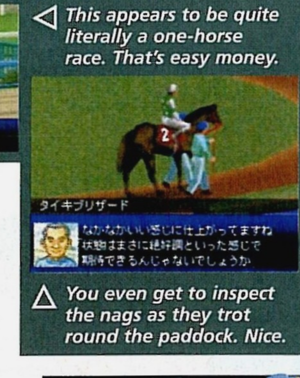
## Why the long face?

This game may well have become something of a joke in the office, but the fact is the Japanese enjoy the goodly sport of horse racing. Which is why *Derby Stallion 64* will be appearing in shops there very soon indeed – though an absolute release date hasn't yet been confirmed.

It's a sim in the classic sense, allowing you to buy a horse, then spend hours working out an effective regime of diet and training, with the aim of entering your precious nag in a race for serious cash. Obviously, there'll be some betting, which could prove the most exciting aspect of the game. It's also the part that'll hopefully provide some sweaty, shouty multiplayer action. Four folk will be able to save their carefully-trained gee-gees and partake in a gentlemanly race or two.

We're looking forward to taking *Derby Stallion 64* for a trot in the paddock soon.

This appears to be quite literally a one-horse race. That's easy money.



You even get to inspect the nags as they trot round the paddock. Nice.




Is that Kentucky, or are we just going plum crazy?

The jockeys even get individualised silks and good camera angles.

### INFO BURST

| DERBY STALLION 64 | |
|---|---|
| FROM: | Media Factory |
| CART SIZE: | 96Mbit |
| HOW MANY PLAYERS: | 1-4 |
| CONTROLLER PAK: | No |
| EXPANSION PAK: | No |
| RUMBLE PAK: | No |
| TRANSFER PAK: | No |

WHEN'S IT OUT?

| US | UK | Japan |
|---|---|---|
| TBA | TBA | Spring |

ANTICIPATION RATING

**The racing sounds interesting.**
Yep. The game will simulate the uncertainty of the real thing, featuring falls, injuries, soft-to-hard going and the like. Which should make it much more of a 'realistic' sim.



Similarly, there'll also be a healthy dose of luck involved, which will prevent your gimpish older brother running away with the loot every time in multiplayer.

**Looks pretty.**
Indeed. The gallopers themselves look good, though the real trick will be to animate them so they appear lifelike. That's a challenging job, since horses don't really like wearing those motion-capture suits covered in golf balls. We'll let you know how they've done in our review.

# DESTINATION: GAMECUBE

## We've got a date with Ninty's next-gen console...

**By Mark Green**

**The E3 games expo is nothing new – there's one held in the US every May. But this year's is different. Because, in addition to all the latest N64 and Game Boy titles in attendance, there's something *huge* at the show – the Nintendo Gamecube, next-gen follow-up to the N64 itself.**

E3's a trade-only show, so only videogame industry folk are allowed in to see and play Gamecube. Don't worry, though – we're not going to let you miss out on all the fun. We'll be jetting over to LA in May, wearing our legs out traipsing around E3, then bringing you *every last drop* of info on Nintendo's magical box o' tricks in the very next issue of **N64**. You'll get exclusive screenshots, mouthwatering info, and interviews with all the major players – including Shigsy – *only* in **N64**/56.

In the meantime, feast your eyes on the Gamecube story to date – and learn what we've got in store for you next month...

MARIOFLOT.COM

## WHAT IS E3?

It stands for Electronic Entertainment Expo (three 'E's, see), it takes place on May 17th-19th, and it's a *vast* convention centre filled with every videogame publisher and developer under the sun, all touting the consoles, games and peripherals they're readying for sale in the next 12 months. For Nintendo, that means Game Boy Advance and – crucially – Gamecube, as E3 will see *playable* GC games rolled out for the first time. Only industry folk are allowed into E3 – but that includes us, so we'll be playing every Gamecube game we can get our mitts on, and bringing you *all* the juicy pics and details next issue.

# GAMECUBE TO DATE

It's all just hearsay so far – at E3, we'll uncover the *facts*.

## THE LAUNCH

Gamecube is scheduled to hit Japan in July – but Nintendo pres Hiroshi Yamauchi recently hinted that a month or two's delay might be needed to allow Shigsy to polish off his GC launch game. That could have a knock-on effect for the October 2001 and Spring '02 dates in the US and UK. Meanwhile, a 'mass-market' price for Gamecube has been a Ninty promise for months – sub-£200 is our bet – and rumours suggest the five GC colours revealed at Spaceworld have been whittled down to one – purple. True? We'll see...

**What's at E3?** Final launch date and price, plus first sight of Ninty's Xbox-kicking marketing campaign.

## THE CONTROLLER

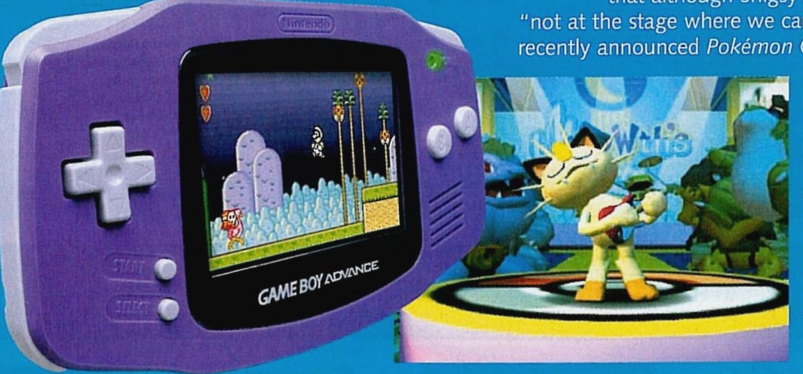
Some sources claim the controller design's been fiddled with since it was first unveiled at Spaceworld – the prongs lengthened for chubby US fingers, the 'springs' on the analogue shoulder buttons altered slightly. Whatever it looks like, sources report it's Nintendo's most intuitive joypad ever.

**What's at E3?** Our first chance to hold the controller, and find out if it really 'melts into your hand.'

## GBA LINK-UP

Game Boy Advance can plug into Gamecube, in order to act as an extra controller, swap data and so on – removing the need for a Transfer Pak-style add-on. There's bad news, though. Nintendo's PR Manager Yasuhiro Minagawa claims that although Shigsy's working on the link-up, they're "not at the stage where we can say anything about it." The recently announced *Pokémon GBA* will inevitably be joined by a GC equivalent of *Pokémon Stadium* at some stage – Nintendo will ensure Gamecube sells by marketing it almost as a GBA add-on – but it'll be a while before we see anything.

**What's at E3?** "Probably next year, we'll try out some GBA link-up titles," says Minagawa. So, nowt at the show.




*This demo was knocked up in a few days – the real GC Pokémon game will look even better.*

# JAPANESE WHISPERS

### Gamecube Expansion Pak?

An American website got their mitts on leaked development documents, which seemed to suggest that Gamecube's memory can be bumped up with the GC equivalent of an Expansion Pak – increasing the console's main RAM from 16MB to a whopping 48MB. If that's true, Gamecube will be 'future-proof', as expanded RAM means improved visual quality.

### Sega on Gamecube?

Sega have revealed plans to bring a slew of games to Microsoft's Xbox, but – after we reported in N64/53 that Nintendo and Sega are rumoured to be working on a joint RPG for Gamecube – they're widely expected to gift GC with even more titles. "Expect to see announcements from us with regard to Gamecube soon," say Sega PR chief Charles Bellfield.



*Rare are dropping plenty of hints about a possible Conker sequel...*

### Conker on Gamecube?

If you've bought and completed *Conker's Bad Fur Day*, you'll know that the ever-suffering squirrel finished the game drunk, tired, and lost – again. So, you might be interested to know that Rare have trademarked the names *Conker's Other Bad Day* and (ahem) *Grabbed by the Ghoulies*, for a possible Gamecube sequel.

### A dozen launch games?

Nintendo of America's Vice President of Marketing, George Harrison, reckons that there'll be at least 12 Gamecube games available before Christmas in the US. Assuming the machine hits America in late October, that'll be twelve top-notch Nintendo and second-party titles in just under ten weeks. No N64-style games drought this time around, then...



GO! GO!

## THE DISCS

The move to cute mini-discs upset Mr Miyamoto, who fell in love with the instant loading times and theoretically limitless capacity of carts. But with a super high-speed disc drive, and tons of internal memory for Gamecube to store info, Shigsy reckons loading times will be minimal. Also key is Matsushita's 'anti-piracy' feature – Howard Lincoln claimed it would "stop the Chinese Government making illegal copies of our games" – which sounds like it could also prevent PAL Gamecubes playing NTSC games for good.

**What's at E3?** The discs will be locked securely in the machines at E3, but we'll report back on those 'near non-existent' load times.

*Howie's left Ninty now, but his legacy of revealing nothing lives on.*

## ONLINE PLAY

Nintendo have kept *very* quiet about the potential for an online multiplayer network for Gamecube, à la Sega's Dreamcast. But the add-on modem will be available at launch (the faster broadband modem will come later), several key Nintendo of America staff have been busy preparing the GC for a life online, and at least one of Retro Studios' games is rumoured to incorporate Internet play.

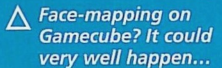
**What's at E3?** If Ninty want to compete with Xbox and PS2, online details *must* be revealed.



*DC ChuChu – online console gaming in full effect.*

## THE PERIPHERALS

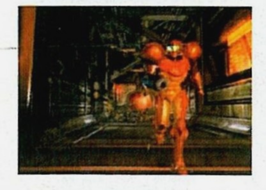
Aside from the fascinating Wavebird controller, a cordless joypad that uses radio signals to communicate with GC from up to 30m away, Nintendo have big plans for their memory cards. The bog-standard cards hold 16 times more info than an N64 Controller Pak, but the SD Adaptor is the really big news – allowing Gamecube to use Panasonic's SD Memory Cards, which hold as much data as an N64 *cart*. That'll give Gamecube a 64DD-style rewriteable storage



*Face-mapping on Gamecube? It could very well happen...*


*...creating such worrying sights as this digital Andrea.*

## THE GAMES

We're likely to be playing these at E3 – and bringing back screens and info just for you.

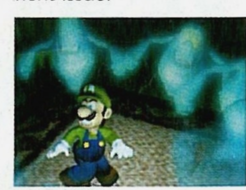


### Metroid 5

Texas-based Retro Studios have been working on this for simply *yonks* – the game started life as A N Other first-person shooter, before netting Samus Aran as its star, and a more *Zelda*-like adventuring core. Retro recently laid off staff, so we doubt development is proceeding apace. Playable at E3, though? Maybe.

### Luigi's Mansion

The stunning Spaceworld 2000 demo, which featured a horde of ghosts and a rather petrified green-hatted plumber, looked suspiciously like the intro cut-scene of a game currently in development. If Gamecube is to launch in Japan in July, *Luigi's Mansion* should be all but finished by E3 – so we'll have a slew of shots and info for you next issue.





### Dinosaur Planet

We'd be *very* surprised if Rare's gobsmacking prehistoric marriage of *Zelda* and *Jet Force Gemini* is still heading to N64. Expect a near-complete Gamecube version at the show – and *possible* confirmation of the rumour that the game's initial anime-style characters have been replaced with Fox McCloud and the rest of the *Lylat Wars* gang at Shigsy's behest.

### Eternal Darkness

Another game that looks 99% certain to have been shunted over from N64 to Gamecube, *Eternal Darkness* is an extraordinarily epic RPG/adventure from newcomers Silicon Knights, which promises to take you on a mind-meddling trip through 2000 years of history. Again, this should be in all-but-complete form at E3, sharing a stand with other SK projects including *Too Human*.





### Resident Evil Zero

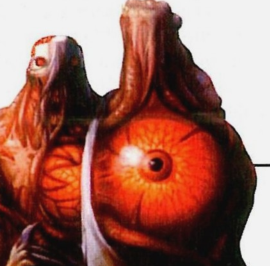
Remember this? After Capcom switched development of this Nintendo-exclusive *Resident Evil* 'prequel' from N64 to Gamecube, it popped out of sight for good. Capcom promised months back that they would have the game finished in time for Gamecube's Japanese launch, so Nintendo should bag it in playable form for their stand at the show.

### Too Human



Originally destined for PlayStation, this vanished after Ninty bought a stake in Silicon Knights – then reappeared, in FMV cut-scene form only, at Spaceworld. It was 100% complete before it disappeared, so a finished GC version at E3 doesn't seem impossible.







# THE MOVIE MACHINE

It was Japanese electronics firm Matsushita – better known as Panasonic over here – who developed those cute mini-DVDs for Gamecube. In return, Nintendo will permit Matsushita to manufacture and sell their *own* Gamecube, but with one vital difference – it will play audio CDs and DVD movies as well as games. It's planned to launch just after Nintendo's own GC, albeit at a slightly higher price point.
**What's at E3?** The first unveiling of Matsushita's customised DVD-playing Gamecube. Will the DVD quality top PS2's?




△ *GC's joypad is even better than the N64's, according to reports.*

medium which can swap data with digital cameras, mobile telephones, printers and the like.
**What's at E3?** Perhaps something along the lines of *Perfect Dark*'s removed face-mapping feature, courtesy of the SD card and a digital camera.






◁ *Could the Panasonic Gamecube look like this? Time will tell...*

# THE PEOPLE

Gamecube marries tremendous power with groundbreaking ease of development – and that's got almost every developer, from Nintendo to Rare, through Square to Sega, leaping on board. In fact, the big Japanese companies – Namco, Konami, Capcom – have been in possession of dev kits for ages, and are beginning to publicly express their support for GC. Take Namco's Yasuhiko Asada, who says, "Xbox... worries me. I'm looking to Nintendo more as one of our target machines."
**What's at E3?** Every developer, from Shigsy to Hideo *'Metal Gear Solid'* Kojima, spilling the beans on their plans for Gamecube.

## ROLL VT

**Games so early in development, they're likely to be in video form only...**

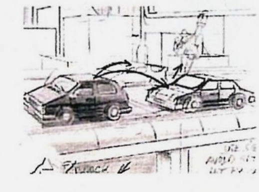


### Wave Race 2

Nintendo asked gamers about their favourite *Wave Race* characters via their website recently – so this *does* exist. Apparently being put together by *Ridge Racer 64* helmers NSTC, *Wave Race 2* promises watery effects to top the stuff on the Spaceworld video. *Definitely* playable, as a gobsmacking demo of Gamecube's powers.

### 1080° 2

Still only a rumour, but *Excitebike 64* coders Leftfield have been working on *something* for the past year or two – and Nintendo's website recently set the world abuzz by asking folk to name their favourite *1080°* boarder. If GC arrives on time, this would be the perfect autumn/winter launch title.

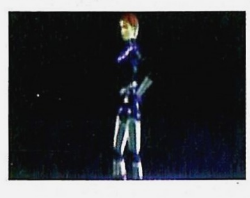


### Thornado

*Battle For Naboo* programmers Factor 5 started work on this next-gen update of classic shooter *Turrican* years ago. A belief-beggaring cut-scene of game hero Thor running across an exploding bridge was submitted to Nintendo for Spaceworld, but never shown to folk there – Factor 5 will be itching to reveal this and at least one other game at E3.

### Perfect Dark 2

Too much to hope for? Rare have already trademarked game names such as *After Dark*, *Velvet Dark* and *A Shot In The Dark* – and although Jo Dark herself popped up in a brief video snippet at the Spaceworld show last year, a Rare designer recently revealed that "If we make... a sequel to *Perfect Dark*, it's entirely possible that Joanna will be nowhere in it." Cripes!



### Zelda GC

The Gamecube version of *Zelda* is a *long* way off – don't expect anything more than a short video snippet at E3.

### Pokémon

Any big *Pokémon* announcements will be GBA-related, but Nintendo need to reassure gamers that GC will feature Pika and co.

### Star Wars

LucasArts have *something* up their sleeves – possibly in conjunction with Factor 5 – but it probably won't be playable.

### Mickey's Big Adventure

Rare have been contracted to create a Gamecube Mickey Mouse game for Christmas this year – first glimpse at E3, possibly?

### Robocop

Screenshots of Titus' next-gen first-person shooter have already been leaked by naughty French coders. Expect more on VT.

### Mario 128

Why not, eh? We'd love another chance to see those 128 li'l fellas chuck boxes around and fall to their doom.

**WE'RE ALL PACKED...**
Excited yet? After we've jetted to and from E3, we'll be filling **N64**/56 with every drop of GC info we can get our hands on – including the kind of delicious surprises that Nintendo pulls so well. Guarantee yourself a copy by sending off the form on page 96 quick-smart – you must *not* miss this.


EXIT



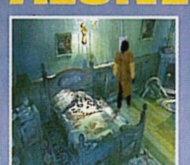




NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY
OLOR, POCKET, CAMERA AND PRINTER

## REVIEWED THIS ISSUE!

### ALONE IN THE DARK



page 34

Game Boy Color reveals its hidden power. Find out the frightening truth in the first UK review.

### RAINBOW ISLANDS

page 35

The ageing classic makes a comeback on the small screen – but can it hack the pace in 2001?



GAME BOY ADVANCE

**WIN!** A brand spanking new GBA and 15 top games!

# ADVANCE UNVEILED!

WE GO HANDS-ON WITH THE BEST OF THE JAPANESE LAUNCH TITLES. PREPARE TO BE BLOWN AWAY!




## PLUS!

- Get the lowdown on Sega's first Ninty-based effort
- Reviews of *Super Mario* and *F-Zero Advance*
- Exclusive shots of the US' incredible launch titles
- We take a peek at GBC's new Marvel games



## Welcome to Planet Game Boy

In terms of handheld excitement, this past month has been one of the best yet. As you may remember, just as we finished up the last issue, we were lucky enough to get our anxious mitts on a Game Boy Advance – and, true to our promise, we've guarded it with our lives to ensure we could bring you the low-down on the best launch titles from Japan.

On top of that, our treasured GBA has managed to find itself three new mates to play with, pushing the joy potential through the stratosphere. Four-way GBA fever has gripped the office, and there's no sign of it letting up one bit. If ever you needed to gauge the impact of Nintendo's brand new handheld, all you have to do is walk through every office in **N64** Towers. Around each corner and behind every desk there's at least one person hunched over, both hands twitching away in a desperate attempt to top someone else's *Kuru Kuru Kururin* time or boost their mouse quota in *ChuChu Rocket!*.

But, moving away from the Advance for a moment, what next for the GBA's 8-bit daddy? Four words for you: *Alone in the Dark*. You can witness quite possibly the most incredible feat of Game Boy Color programming since the now-deceased *Tyrannosaurus Tex* over on page 34. But before you get there, turn your attention to a colossal eight pages on the biggest Japanese GB Advance launch titles – and find out exactly what all the fuss is about.

**Geraint Evans, Editor**

planet GAME BOY
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**Issue 30, June 2001**
Editor: Geraint Evans
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# GBA ON ITS WAY



*Signs are Rayman Advance is going to be great.*

**With Game Boy Advance's US launch date of 11th June rapidly approaching, members of the press have been invited to playtest every launch game – including the new titles that will help America trump the clutch of superb games available for the machine's Japanese debut.**

First up is a title we've had our eye on for quite some time now. Gameplay footage of *Iridion* arrived with us a while ago (see **N64**/52), and looked very promising. Now it's got a publisher – US firm Majesco – and looks even better. A super-fast into-the-screen 3D shooter (à la *Lylat Wars*), *Iridion 3D* sees you tearing through enemy-infested tunnels and swooping gracefully through clouds, taking out oncoming ships with your increasingly powerful weaponry. With a smooth and solid arcade feel to the whole experience, this is one of the more frenetic titles due out on GBA's Stateside launch day.



*Iridion has emerged as one of the more promising games.*

This next launch title's theme is more familiar – it's the GBA incarnation of Ubi Soft's most lucrative series, *Rayman*. *Rayman Advance* is, surprise surprise, a sideways-scrolling platformer, so expect plenty of collecting, stomping and jumping. But what separates *Rayman* from its competitors – and the PlayStation game it's based on – are some staggeringly large and colourful visuals, plus super-smooth play. Whether or not there'll be enough innovation in this little cart, though, remains to be seen – but early signs are very promising indeed.





*As a US launch title, Tony Hawk's Pro Skater 2 is going to help sell a truckload of GBAs.*

Last, but far from least, is *Tony Hawk's Pro Skater 2*. We would have settled for a swift update of the GBC *Tony Hawk's*, but Activision have surpassed themselves with a slick, speedy skater that uses isometric versions of the PlayStation levels to create the GBA's best visuals to date. Play is typical *TH* – tricking over obstacles, knocking down targets, searching for hidden items – and developer Vicarious Visions have given the controls special attention, to ensure pulling off all those ollies, flips and airs is as easy as pie.

The best news is that all three games, along with most of the US GBA line-up, should be ready for June 22nd's UK launch, too. Check out the full list of launch games on page 33.

# GOING FOR A SONG

**Nintendo attended the annual Tokyo Game Show for the first time this year, as reported on page 11. There wasn't much in the way of groundbreaking new GBA software, but there *was* one surprise – the tentatively-titled *Game Boy Music*.**

*Game Boy Music* appears to be a combination of 'rhythm game' – think *Parappa the Rapper* or *Beatmania* – and music creation software. In one mode, up to four players can hammer at the GBA's buttons in time with a wide variety of compositions – from classical pieces to axe-heavy rawk nightmares – in an effort to outdo one another's sense of musical timing. The other *Game Boy Music* mode allows you to produce your own tunes, courtesy of a cartful of authentic samples of real-life instruments.

Interesting stuff – and even more so when you consider that the £30-odd package comes complete with a stereo cable and speaker to amplify the GBA's usually quietish sounds. Japan should see this oddity arrive in September.




*The interface makes using GBM a breeze.*



*It works much like a miniature version of E-Jay.*



We had a bit of a shufty at this a little while ago and we were hooked. Top stuff – bring it on!

# LAST ACTION HEROES

Like Blade, only much, much more refined.




**They might have what's rumoured to be the GBA's best game – in the shape of *Tony Hawk's Pro Skater 2* – but Activision aren't giving up on the Advance's chunky daddy just yet.**

Of their three upcoming Game Boy Color games, *Commander Keen* looks the most intriguing. Originally released as a PC title in the early '90s, *Commander Keen* was one of the first games from iD Software – the Texan coders behind *Doom* and *Quake*. It's best described as a *Metroid*-style adventure, combining liberal doses of platforming and shooting, and starring "the eight-year-old kid genius alter-ego of Billy Blaze". The GBC version looks suitably bright, with the Mars-based environments daubed in the kind of psychedelic colour that the diddy handheld does so well, and packed with "puzzles, slime pits and magical platforms". Can't wait.

Meanwhile, Activision have turned to the world of comics for *Spider-Man 2* and *X-Men: Wolverine's Revenge*. *Spidey*'s based on Peter Parker's search for his kidnapped nan – of all things – and pits you against Scorpion, Doctor Octopus, Sandman, Mysterio and the rest of the bunch in a sidey-scrolly stylee. Gratifyingly, the range of moves on offer is straight out of the comic books – you can climb the walls and trap enemies with your wrist-based web-spitter – and the non-stop baddie-baiting action looks like being the perfect complement to the above-average N64 Spider-Man title (**N64**/51, 78%).

*X-Men* uses a similar idea, but this time the hero – Wolverine himself – is after the suitably-named Lady Deathstryke, who's laid her clammy fingers on a 'molecular destabilizer'. Expect four levels of side-scrolling punching, kicking and object collecting, with pleasingly comic book-style visuals.

We'll have reviews of all three Activision titles next issue, close to their June launch.

# MARIO KART ADVANCE

We can't wait for the joy triple red shells bring.



**Sparse mention of *Mario Kart Advance* of late might have led you to believe it's stranded in development hell. Nothing could be further from the truth – it's almost done, and ready to roar onto Japanese GBAs this year.**

Since we last played it at the ECTS trade show last September, *MK Advance* has quadrupled in quality from sheer magnificence to utter perfection. The visuals are now the spitting image of *Mario Kart 64*'s, the controls have been polished to match the bouncy brilliance of the original SNES version, and – best of all – Ninty have squeezed the fantastic balloon-busting battle mode onto the cart. Just imagine four players, each with their own screen, pelting around a track with shells, banana skins and magic stars to hand. This is going to be something *very* special.

Recently-released screenshots have also unveiled a host of new tracks, including a *MK 64*-style race around a sun-kissed beach, complete with those pesky wandering crabs. In fact, *every* new picture of *Mario Kart Advance* reveals something spine-tinglingly exciting about the game – the finished cart can't arrive soon enough…




A blend of SNES and '64 influences, GBA MK is going to clean up.

# TDK GIVEAWAY!

**The folk at TDK Mediactive really are a generous lot. After giving away a sackful of games last issue, they've delivered *another* box of free GBC titles for this month's compo. This time, there are five copies of *Elevator Action* and five copies of the cuddly *Rainbow Islands* to win. To enter, answer this simple teaser:**

WIN!

**Who is the brother of *Rainbow Islands'* Bub?**
**a) Bib**
**b) Bob**
**c) Beb**

Know the answer? Scribble it (legibly!) on the back of a postcard and post it to: **Rainbow Ride, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW**

Entries should reach us no later than Monday 18th June.



YOUR ULTIMATE BUYING GUIDE

**Five Star Scoring**

| | | | | |
|---|---|---|---|---|
| A simply fantastic game, and an essential purchase. | Well worth a look, this is an excellent title. | Some problems, but almost certainly good fun. | Flawed. Probably not worth bothering with. | Utterly lamentable. Avoid like the plague. |
| 5 | 4 | 3 | 2 | 1 |





# GAME BOY ADVANCE THE VERDICT

Now we've had a full month to grapple with Nintendo's new pocket monster, it's time for a rundown of the machine's best and worst bits, plus reviews of the cream of the Japanese launch titles. More importantly, flick forward a bit for the chance to *win* a GBA with a full complement of launch titles. Cripes!




## THE SCREEN

*Despite boasting some impressively clean and crisp visuals, we've found that the GBA's screen is subject to some glare, which might make playing it on a train or the like a little tricky. Also, it can be a bit hard to see in low light – although we know of some GBA lights that'll be coming out from the usual reputable suspects...*

## THE BUTTONS

*The Advance is designed with an instinctual understanding of the human hand, but some nitpickers have pointed out a couple of things that a few people might find irksome in the long term. Firstly, our oversized Western hands might get a little cramp if you press the buttons with the point of your thumb rather than the pad, which otherwise might muffle the speaker a bit. Also, the shoulder buttons have a bit too much give and Select is curiously below Start. But that's all trifling stuff. GBA feels completely organic and easy to use.*

## THE LINK-UP

*The purple end of the link cable goes into the 'host' machine, which then usually decides game options and so on. If you're only playing with GBA's magical 'One Cart, Four Players' option, the host machine is the one that has to have the cart in it – then all you have to do is switch the other empty Advances on, and they'll spend a few seconds downloading the necessary data. If you're thinking of using your old Game Boy link cable, mind, it'll only work with previous-generation Game Boy games.*

# Super Mario Advance

**From:** Nintendo **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** Now (Japan); 22 June (UK)

## THE BATTERIES

*All the promises of extended battery life are holding true, but one thing surprised us. While Mark was engrossed in one of his epic Kuru Kuru marathons, the little green 'Power' LED turned red, indicating that he only had about three or so hours of play left from the 15 hour total. Handy, and the light gradually fades as your batteries run out. It couldn't get any better without running on unseen mystical energies or oxygen.*

## THE SPEAKER

*Sound is what'll strike the senses first when you switch the diddy machine on. The Advance is capable of some incredible stuff, from the multi-layered thumping dance tunes of F-Zero to haunting choral melodies heard in Castlevania. However, you would be well advised to invest in a decent pair of headphones – they enhance the aural experience incredibly.*

No Nintendo console launch would be complete without a *Mario* title grabbing onto its coat tails – and more to the point, nothing's quite as exciting as the prospect of a brand new *Mario* adventure. So it's with some annoyance that the awesome GBA arrives with nothing more than a reworked combination of two of Mario's poorest manifestations.

One half of *Super Mario Advance* is *Super Mario USA* – essentially the NES *Super Mario Bros 2*, bar enemy placement and some random extras like the pots which litter each level. Gameplay-wise, you scamper from left to right or top to bottom through each level, collecting coins and disposing of enemies with the plethora of turnip-like vegetation growing out of the ground.

The cart's other game, *Mario Bros*, is a direct port of Shigsy's arcade original, which has you leaping around each enclosed arena, bashing Koopas from beneath and disposing of them with a boot up the backside. Thankfully, GBA *MB* improves on its archaic template, with visuals that have been spruced up to SNES standard, and the awfully slippery 'handling' of the Bros duly rectified.



*Birdo, the game's boss, is history after three hits.*



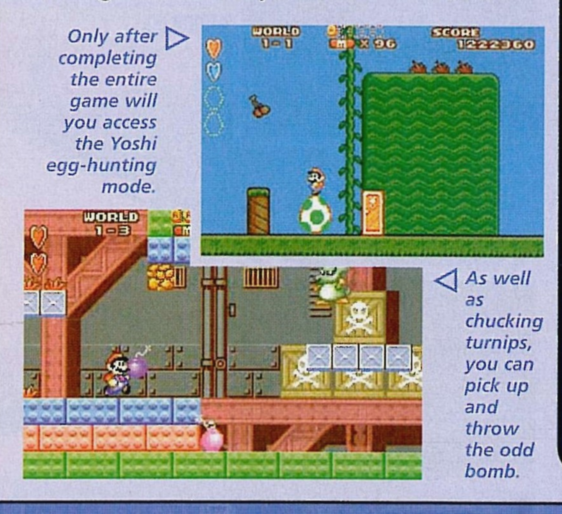

*Mario Bros is at its toughest on the slippy-slidey icy levels.*

So, two games in one can't be bad, can it? Well, no, and there's a whole lot of fun – and more importantly, challenge – to be had here. Platforming enthusiasts would have to be very pessimistic in order to be disappointed, as both games require those grassroots gaming skills which made the originals so endearing. Unfortunately, though, compared to the likes of SNES *Super Mario World*, the two titles are a little lacking. The levels aren't quite as expansive as we'd like, and while hunting for the five special coins hidden on each level requires a degree of exploration, the map design isn't quite as refreshing as previous *Mario* games.

Still, maybe those faults are more a sign of the games' ages than anything else. And *Mario Bros* does implement a highly addictive four-player link-up option, which sees each player trying to out-Koopa their opponents by tearing round the screen like a loon, while simultaneously trying to dump said rivals in a dustbin sitting at the centre of the screen.

All in all, then, *Super Mario Advance* is a very competent package. It's unlikely to have you wetting your pants with excitement, but it's a worthy first step for the moustachioed marvel onto Nintendo's funky little handheld. Neat.

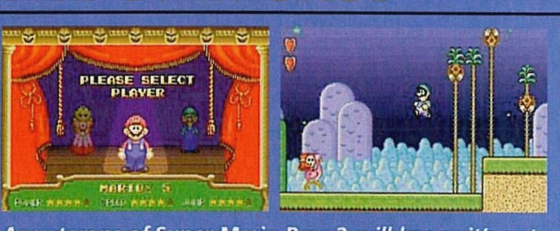
**4**




*Only after completing the entire game will you access the Yoshi egg-hunting mode.*

*As well as chucking turnips, you can pick up and throw the odd bomb.*

## ALL-STAR CAST




*As veterans of Super Mario Bros 2 will know, it's not just the brothers who are playable characters here. Both Toad and Peach are also selectable, and have various strengths and weaknesses, including super-jumping and crazy speed. Each character also has a wide range of speech samples to offer, and you'll hear them babbling and chattering their way past every enemy beaten and item collected – very cute stuff indeed.*

# F-Zero Advance

**From:** Nintendo **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** Now (Japan); 22 June (UK)



Jump pads are common – and by picking up speed, you can use them to take shortcuts.

**Man alive, this is fast. If you doubt the sheer power of Game Boy Advance, screaming around a hairpin bend at 600kph with the throaty roar of your futuristic craft's boosters in your ears should set you right.**

But *F-Zero Advance* isn't simply a chance for Nintendo to ram the technical superiority of their new handheld wonder down gamers' throats. It's also a racer *par excellence* – a perfectly-balanced speed thrill that takes the best of its SNES and N64 daddies and marries them to some breathtaking track design, creating what is probably the Advance's most compulsive launch game.

The secret of developer NDCube's success is their attention to detail in *F-Zero Advance*'s handling. The system they've conjured up is off-putting at first – trying to hug a corner while simultaneously holding L to slide and tapping at A to avoid skidding out of control is the GBA equivalent of rubbing your stomach and patting your head at the same time. But, typically for a Ninty racer, steering your Falcon Mk II, Stingray or (ahem) Dirty Joker soon becomes second-nature, and cutting up the CPU racers on the inside of turns or screaming past them over the finish line is an adrenaline-soaked reward for your efforts.

In addition to being fast, *F-Zero Advance* is *tough*. Even when you've got your head around taking corners at approaching the speed of sound, and learned to avoid the bombs that inexplicably litter the final lap, every chequered line crossed is an achievement. Sadly, in common with seemingly every Nintendo racer, that's largely on account of outrageous cheating on the part of the CPU-controlled racers – no matter how many corners you cut, how many shortcuts you exploit, or how many slower craft you deftly overtake, the guy in second place will be right behind you.

Screaming rage is the result, and the further you progress, the worse it gets, until victory on Master difficulty relies on blind luck rather than any skill on your part. Make no mistake – *F-Zero Advance*'s near-flawless tracks, handling and sense of speed will still draw you back time and again. But a game that so cruelly belittles any improvement in your racing performance is very lucky to be awarded that magical fifth star.

All that aside, though, *F-Zero* is a sparkling cart. Importers are encouraged to go, go, go – just have a few quid on standby for when the CPU racers finally drive you to smash your sparkling new GBA to pieces.

**5**

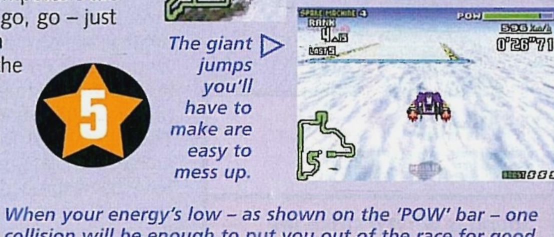
The purple strips are speed boosts – hit them square on and you'll rocket away at 700kph.



Dangerous crossroads like this are ten-a-penny in F-Zero Advance. Crash into a rival and your race will be scuppered.



The giant jumps you'll have to make are easy to mess up.



## GHOSTLY GOINGS-ON



*As well as the expected time trial modes, there's a mysterious ghost race to be found in F-Zero Advance, which takes place on just one unique track in the Synobazz area. Your first job is to beat the CPU racer – your own ghost will replace it from then on. But there's seemingly no reward for beating any particular time. What's going on?*

Broken track saps speed – and hurts.

There are at least ten bonus craft to unlock. Lovely.




When your energy's low – as shown on the 'POW' bar – one collision will be enough to put you out of the race for good.



# Kuru Kuru Kururin

**From:** Nintendo **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1-4
**Single cart link-up:** Yes **Out:** Now (Japan); 22 June (UK)

**At London's ECTS trade show last September, the one deserted area on an otherwise packed GBA stand was occupied by the lonely *Kuru Kuru Kururin*. On paper – and from the shots – this appeared to be the weakest of the GBA launch titles. How wrong we were.**

The basic premise of *Kuru Kuru Kururin* is very simple. Guide a slowly rotating stick around a maze, while ensuring you don't hit the sides or any other obstacles you may encounter. Complete the stage successfully and you move on to the next, more challenging level. That's it.

The visuals themselves – while not exactly pushing the GBA to its limits – have that typically garish, Japanese cuteness about them, as do the chirpy little tunes that accompany the action. But *Kuru Kuru Kururin* is all about sheer addiction – for some bizarre reason, you simply *have* to make it through the game. No matter how frustrated you get, you'll be unable to tear yourself away from each fiendishly difficult course, and finally completing a stage is enormously gratifying.

For that reason alone, *Kuru* warrants purchase. But the time trial nature of the stages, coupled with the four-player link-up race option – *with one cart* – also means that you'll be plugging away at beating your own best times and those of your mates forever.

Basically, *Kuru Kuru Kururin* is an absolute must-have game on day one of GBA's existence. Superb.

◁ *One of the final levels – and what a nightmare it is.*

▽ *So many levels for such a cutesy little cartridge...*





△ *Those heart tiles replenish your health. They're a real lifesaver.*




# Wai Wai Racing

**From:** Konami **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1-4
**Single cart link-up:** No **Out:** Now (Japan); 22 June (UK)



△ *Slippy-slidey ice world complete with penguins? It's the law, see.*



△ *Bowser's Castle-style antics, but with a Konami bent.*

**Oh, the irony. After years of developers fruitlessly trying to match the might of *Mario Kart*, Konami stroll in with an early GBA clone and nail it. Cheeky beggars.**

Of course, with Konami's back catalogue being stuffed full of bizarre Japan-only titles, *Wai Wai Racing*'s tracks and racers aren't as immediately loveable as Nintendo's – although the *Metal Gear Solid* circuit, complete with dance mix of that famously tense theme tune, is a neat touch. But the controls, handling, weapons and track design have been ripped straight from SNES *Mario Kart* – there's even the ability to hop with GBA's all-new R button – and *Wai Wai*'s blessed by the second-hand spirit of Shigsy as a result.

The 16 lengthy and fast-moving tracks are less sparse than, say, *F-Zero*'s, with 2D trees, crates, bats and waddling penguins to veer around, and remarkable reflections and transparency effects on shiny surfaces. The course layouts aren't *quite* as accomplished as Ninty's – Konami relish slowing you down to a crawl with inexplicably large patches of gravel – but they're good enough to make time trialing a pleasure. And clever 'driving test' bonus games, like racing backwards around a track in under a minute, make the solo tournaments less of a chore.

Inevitably, then, *Wai Wai* shines in link-up mode, with tit-for-tat missile exchanges and frenzied final-lap jostling to rival *Mario Kart 64*. Even the bomb-tag battle mode and bizarre 'Stop!' braking challenge are worth a go. But despite all that, we just can't give *Wai Wai Racing* top marks. That fifth star's got *Mario Kart Advance* written all over it…



△ *Transparency effects on a handheld? Ooh, yes indeed.*

▽ *Mario Kart's lightning bolt is replicated in Wai Wai – but it's a whole lot nastier.*



4

# ChuChu Rocket!

**From:** Sega **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1-4
**Single cart link-up:** Yes **Out:** Now (Japan); 22 June (UK)




You'll spend hours busily designing maps.

A multiplayer game in full flow. Simply superb stuff.

Don't let this Japanese screenshot fool you – full English is selectable at the very start of ChuChu Rocket!

**So, here it is. A cartridge no bigger than your thumb, which brings with it the kind of revolution in videogaming that'll have 1990s gamers' eyes popping out of their skulls. A Sega game, from the team behind Sonic the Hedgehog – on a Nintendo console!**

So, from the first moment – where the Nintendo, Sega and Sonic Team logos *share the same screen* – *ChuChu Rocket!* casts a magical spell. But even after the novelty of the Sega-Nintendo alliance has worn off, there's enough quality pocket play here to keep Duracell's sales buoyant for months to come.

Like *Kuru Kuru Kururin*, *ChuChu* – which first sprang to life on Sega's ill-fated Dreamcast – is a simple idea made terrifyingly addictive. It goes like this: mice emerge from a hole and run blindly around a top-down-viewed maze, only changing direction when they bash into a wall. Using up to three arrow tiles at a time, though, you can guide them into their waiting space rocket. Naturally, there's a hazard or two, including creepy orange felines who'll gobble any mice stupid enough to cross them. But those four elements – mice, arrows, rocket, cats – are all *ChuChu Rocket!* has to offer.

So, how does Sega's game burrow into your brain to the extent that you won't be able to sleep for seeing mice behind your eyelids? Simply, by twisting, exploiting and experimenting with the core idea to create a cart bursting at the seams with stuff to do. There's the simple mice-guiding Puzzle Mode with *4,000* challenges to try; a Stage Challenge where you'll have to rescue 100 mice or feed a hungry cat; an eminently usable create-your-own-puzzle mode; the chance to make your mice look like cows, snowmen or anything else of your choosing; and *tons* more.




The appearance of this box means there's a special multiplayer event about to occur. Prepare yourself…

Best of all is the link-up mode, a flawlessly-translated version of the Dreamcast's Internet-based multiplayer, which allows four GBAs to play with just *one* cartridge. It's not so much frantic as certifiably insane, with all four players battling to guide those little ChuChus into their base, and a plethora of random events – turbo-boosted mice, bases swapping positions, even creepier giant orange cats – that combine to create GBA's best multiplayer experience to date.

Great as the DC version was, then, *ChuChu Rocket!* seems *made* for Game Boy Advance. Sega and Nintendo – long may they reign.







As you'd expect, plenty of the game's levels are in the shape of something or other.

The link-up uses just one cart – in fact, it'll actually refuse to work if you try using two carts or more.

Just one of the hundreds of ChuChu maps created by Dreamcasters.



## TANGLED WEB



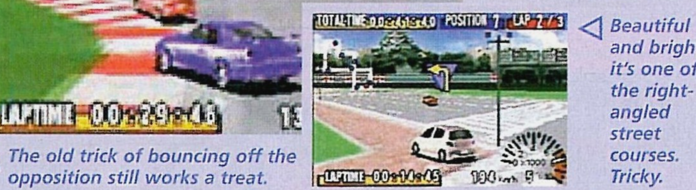

*Presentation-wise, the GBA version of ChuChu Rocket! maintains the elegant style of its Dreamcast daddy, even down to actually pretending you're 'online' for much of the game. Loading screens claim that they're 'Connecting!', and unlocked bonuses – such as cow-shaped ChuChus – appear in the 'Download Corner', ready to be 'transferred' to your machine. Sure to confuse a few GBA owners, all that.*

# Advance GTA

**From:** MTO **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1/2
**Single cart link-up:** No **Out:** Now (Japan); 22 June (UK)



Time for a bit of a crazy powerslide, wouldn't you say? Lovely...



The old trick of bouncing off the opposition still works a treat.

Beautiful and bright, it's one of the right-angled street courses. Tricky.

**Remember all that hoo-ha ages ago about PlayStation-quality *Gran Turismo*-style graphics on Game Boy Advance? Well, here they are, almost. But is *Advance GTA* a delight to play?**

Simply, yes. Each of the 46 (yes, 46) real-life cars behaves intelligently, sliding if you're silly enough to pelt it around with scant regard for road safety. You'll have to master the art of dabbing the brake then re-applying the gas to powerslide the car into chicanes and the like. Nice.

The first of the four difficulty settings is a doddle, but things quickly become a lot harder, making *Advance GTA* ideal for the sort of devoted motorheads who'll make the highly wise decision to import it. They'll also appreciate the twiddling you can do as you tinker with the brakes, filters and engine-management computers that become available as you progress through the championships.

*Advance GTA* is one of the few launch titles that really show off what GBA is capable of visually, in full 'Mode 7' 3D, with some impressively detailed motors. But an unexpected treat comes when you turn up the GBA's humble speaker and enjoy the different engine sounds of all the cars – in stereo through headphones– plus the odd thumpin' choon. Smart.



Jud and Steve fought to identify this car, the pitiful twonks. (It's a Nissan Silvia, by the way.)

As ever, there's the odd niggle, such as a low-slung camera that blurs the horizon a little, and you'll run into some near-invisible track boundaries – but these are soon overshadowed by the sheer quality and effort that's gone into *Advance GTA*, making it one of the best choices a potential importer could make. Oh, and you can go head to head, too... It's the thinking man's *Wai Wai Racing*.

**5**

# Castlevania
## Circle of the Moon

**From:** Konami **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1
**Out:** Now (Japan); 22 June (UK)

**What's this? A 2D platformer? Have no fear, brave adventurer, since this comes from the highly respectable *Castlevania* stable, so you're bound to get more for your yen than the average numbingly dull Game Boy Color effort.**

Your flaming whip should be a match for old Orko here.



Fans of the series will be in instantly familiar territory, since *Circle of the Moon* looks much like its SNES counterpart, *Super Castlevania IV*, and as such features a degree of item management and magical doodlery. In fact, when you kill enough stuff you'll even go up an experience level, RPG-style, and there are power-ups that'll make your ubiquitous whip into a flaming lash, plus items to pick up and use at any time.

Also fairly standard platforming fare is the way you can chuck knives in an arc at the enemy or perform a sliding ground attack. Pleasingly, such moves can also be used to access new areas, so you'll often have to double back to explore the game fully.

What's more, *Circle of the Moon* doesn't lead you directly from room to room – you'll have to consult a map to work out what to do next. All of which makes this a challenging and intelligent platformer with some inventively scary monsters and a choral 'Kyrie Eleison' intro that'll have your hair standing on end pronto.

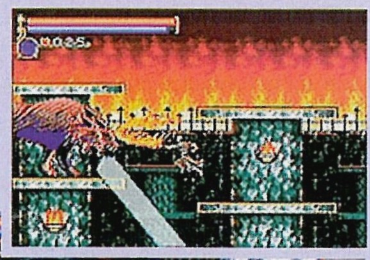
Rest assured, *Castlevania* fans, Konami have not let us down a jot with this superb effort. It's very likely to tax you for quite some time, and if you don't mind missing out on the story too much, the language barrier won't prove a problem.

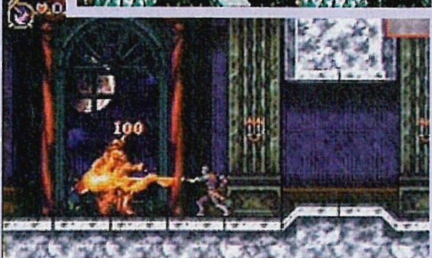
**4**




Quite, sir. The old vamp hunter's companions have just vanished...

Bosses like this early horror abound, each more impressive than the last.





The numbers show how much damage you're doing. Like an RPG with attitude.

# Napoleon

**From:** Nintendo **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1/2
**Single cart link-up:** Yes **Out:** Now (Japan); TBA (UK)




*Come on boys, sic the big piece of pretentious sculpture! Have that!*




*Old Nappers commands his fleets from ashore, the old landlubber.*

**Napoleon is the first in a batch of real-time strategy titles – including *Fire Emblem* and *Game Boy Wars Advance* – the likes of which have previously been the domain of beardy PC owners. Typically, the Japanese have started the GBA strategy ball rolling with a weirdly-conceived effort.**

Unsurprisingly, you take the role of the diminutive French leader himself as he battles the forces of evil, namely the English, but also a barrage of man-eating ogres and yetis. So we're not quite in the realm of historical realism, then.

The simple, albeit fairly limited, controls have been pretty well sorted, allowing you to assign foot soldiers to follow one of your mounted generals into battle. You'll never see a mighty horde of troops swooping across the screen, but since there's no icon to drag and select your units, the system works fine. You trot around and assign units to their commanders, then let them do battle and capture the base. Of course, there's more for you to do, like giving a flagging squad some moral support or healing a wounded warrior, for which you have a rechargeable 'SP' meter.

There is a fair amount of Japanese text – mostly smack talk between Napoleon and some evil Brit or the like – but a little intuition will allow you to decipher the controls easily, and so *Napoleon* ends up a decent game, as well as being the first GBA title to use the Mobile Adaptor for online gaming in Japan. Worth considering.







*Another example of how beautiful GBA can be.*

*We didn't know Napoleon spoke fluent Japanese...*




# Mr Driller 2

**From:** Namco **Price:** ¥4,800 (around £30) **Save:** On-cart **Players:** 1/2
**Single cart link-up:** No **Out:** Now (Japan); TBA (UK)

*A screen full of coloured blocks – now there's an original concept.*

**Konami, Sega, Capcom – all the big-name Japanese developers are queuing up to snatch their slice of the Game Boy Advance pie. *Ridge Racer* supremos Namco are no exception, and, like Sega, they've chosen to bless GBA with a handheld version of a previously-released puzzler.**

Unlike *ChuChu Rocket!*, though, *Mr Driller 2* seems to be trying a bit *too* hard to be the next *Tetris*. The concept's a similar one – match coloured blocks to make them disappear – but, in a fairly gimmicky turn of events, Namco hand you actual control of a little drilling fellow, who digs his way down into the well of rainbow-hued bricks. The idea is to reach the bottom, grabbing cylinders of oxygen as you go, and making the blocks fall and match up without being flattened.

All fair enough, and the '50s-style cartoon cut-scenes that pepper the game help lend it a superb atmosphere. But there's little that is intuitive or gratifying about *Mr Driller 2*'s puzzly play – it's fiddly and confusing, and as you're fighting against both a time limit *and* tumbling blocks from above, mightily frustrating, too. There's slightly more enjoyment to be had via a link cable, where it's possible to chuck oxygen-depleting and screen-rotating power-ups about to foil your opponent, but you'll need two carts to use it. Lazy coding, that.

*Mr Driller 2* isn't the world's worst puzzler, but it's disappointingly dull up against the *ChuChus* and *Kuru Kurus* of the GB Advance's world. We'd concentrate on *Ridge Racer GBA* if we were you, Mr Namco.

*A whole lot o' green blocks to match here. Get drilling!*

*Lookee! Look at the cute little puppy! Hello, boy!*









*Mr Driller gets to travel all over the planet with his big drill. Lucky man.*



# GBA Release List

## The cream of upcoming GBA titles...

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

| Game name | Publisher | Type | Country |
|---|---|---|---|
| **Now** | | | |
| Fire Pro Wrestling A | Spike | FGT | JAP |
| Golf Master GBA | Konami | SPT | JAP |
| J-League Pocket | Konami | RPG | JAP |
| Mega Man EXE | Capcom | SHT | JAP |
| Pinobee: Quest of Heart | Hudson | ACT | JAP |
| Power Pro Kun Baseball | Konami | SPT | JAP |
| Super Dodgeball Advance | Atlus | SPT | JAP |
| Top Gear All Japan GT | Kemco | RAC | JAP |
| Tweety and the Magic Jewel | Kemco | ETC | JAP |
| **June** | | | |
| Advance GTA | THQ | RAC | US/UK |
| Army Men Advance | 3DO | ACT | US |
| Castlevania | Konami | ACT | US/UK |
| ChuChu Rocket! | Nintendo | PUZ | US/UK |
| Earthworm Jim | Majesco | ACT | US |
| F-Zero: Maximum Velocity | Nintendo | RAC | US/UK |
| Fire Pro Wrestling A | Spike | FGT | US |
| Iridion 3D | Majesco | SHT | US |
| Krazy Racers (Wai Wai) | Konami | RAC | US/UK |
| Kuru Kuru Kururin | Nintendo | PUZ | US/UK |
| Lady Sia | TDK | ACT | US/UK |
| Mr Driller 2 | Namco | PUZ | US/UK |
| Pitfall | Majesco | ACT | US |
| Rayman | Ubi Soft | ACT | US/UK |
| Ready 2 Rumble Round 2 | Midway | FGT | US/UK |
| Super Dodgeball Advance | Atlus | SPT | US |
| Super Mario Advance | Nintendo | ACT | US/UK |
| Tony Hawk's Pro Skater 2 | Activision | SPT | US/UK |
| Top Gear GT Champ | Kemco | RAC | US/UK |
| Tweety and the Magic Jewel | Kemco | ETC | US/UK |

| Game name | Publisher | Type | Country |
|---|---|---|---|
| **July** | | | |
| Golden Sun | Camelot | RPG | JAP |
| Game Boy Wars Advance | Nintendo | SIM | JAP |
| Mega Man EXE | Capcom | SHT | US/UK |
| **2001** | | | |
| Antz Racing | Empire | RAC | US/UK |
| Bomberman Story | Hudson | ACT | ALL |
| Breath of Fire Advance | Capcom | RPG | ALL |
| Choro Q Advance | Takara | RAC | JAP |
| Crash Bandicoot | Konami | ACT | ALL |
| Doraemon | Epoch | ACT | JAP |
| E.T. | NewKidCo | ACT | US |
| Final Fight Advance | Capcom | FGT | ALL |
| Fire Emblem | Nintendo | RPG | ALL |
| Flintstones | H2O | ACT | ALL |
| Fortress | Majesco | PUZ | US/UK |
| Golf Master GBA | Konami | SPT | US/UK |
| Harry Potter | EA | RPG | ALL |
| Jurassic Park III | Konami | ACT | ALL |
| Klonoa: Planet of Dreams | Namco | ACT | ALL |
| Mario Kart | Nintendo | RAC | ALL |
| Mat Hoffman Pro BMX | Activision | SPT | US/UK |
| Metroid | Nintendo | ACT | ALL |
| Ms Pac-Man Advanced | Namco | ACT | ALL |
| Namco Museum Advance | Namco | ACT | ALL |
| Pac-Man Advance | Namco | ACT | ALL |
| Puyo Puyo | Sega | PUZ | ALL |
| Sonic The Hedgehog | Sega | ACT | ALL |
| Spider-Man | Activision | ACT | US/UK |
| Super Mario World | Nintendo | ACT | ALL |
| Super Street Fighter II | Capcom | FGT | ALL |

| Game name | Publisher | Type | Country |
|---|---|---|---|
| Tactics Ogre Gaiden | Nintendo | SIM | JAP |
| Tetris Worlds | THQ | PUZ | US/UK |
| Thunderbirds | SCi | ACT | US/UK |
| Wings | Crawfish | ACT | US/UK |
| X-Men | Activision | ACT | US/UK |
| **2002/TBA** | | | |
| Creatures | Swing! | ETC | US/UK |
| Doom | Activision | ACT | ALL |
| E.T. | NewKidCo | ACT | UK |
| Futurama | Fox | ACT | US |
| Jet Set Willy | Jester | ACT | US/UK |
| Lego Bionicle | Lego Media | SIM | US/UK |
| Manic Miner | Jester | ACT | US/UK |
| Paradroid GBA | Jester | ACT | US/UK |
| Tekken | Namco | FGT | ALL |
| Spyro the Dragon | Havas | ACT | ALL |
| Super Mario Bros 3 | Nintendo | ACT | ALL |
| Uridium | Jester | SHT | US/UK |
| Wario Land 4 | Nintendo | ACT | ALL |
| Yoshi's Island | Nintendo | ACT | ALL |
| Yoshi's Story | Nintendo | ACT | ALL |

**KEY**

| | | | |
|---|---|---|---|
| ACT | ACTION | RPG | ROLE-PLAYING GAME |
| FGT | FIGHTING GAME | SPT | SPORT |
| STG | STRATEGY | PUZ | PUZZLE GAME |
| SHT | SHOOT-'EM-UP | SIM | SIMULATION |
| RAC | RACING | ETC | MISCELLANEOUS |

# WIN! A GAME BOY ADVANCE AND 15 GAMES!

There's still time to enter our coruscating competition from last issue, with the chance to win a Game Boy Advance from CA Games (0141 334 3901) and the entire line-up of US launch titles. But you'll have to be quick – closing date is 22nd May. To enter, answer this question:

**Which GBA title is based on an old NES game called *Doki Doki Panic*?**

cut and send



Remember to complete the tie-breaker, then send the form off to: **GBA is AOK, N64 Magazine, Future Publishing, 30 Monmouth St, Bath, BA1 2BW.**

## THAT GBA'S MINE!

**The answer to your pitifully easy question is:**

..................................................

I deserve a GBA because: (15 words max)

..................................................

My name is:..................................................

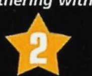
And I live at:..................................................

Postcode..................................................

## YOUR ULTIMATE BUYING GUIDE

**Five Star Scoring**

| 5 | 4 | 3 | 2 | 1 |
|---|---|---|---|---|
| A simply fantastic game, and an essential purchase. | Well worth a look, this is an excellent title. | Some problems, but almost certainly good fun. | Flawed. Probably not worth bothering with. | Utterly lamentable. Avoid like the plague. |

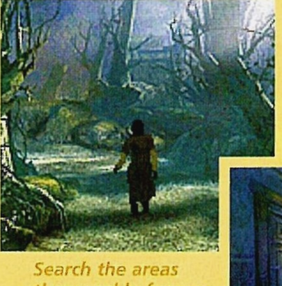




## BELIEVE YOUR EYES

You could easily mistake this for a Game Boy Advance title. The thought and effort bestowed on making *Alone in the Dark* look the business is quite incredible. The backgrounds are simply outstanding, featuring animated scenes with trees swaying in the wind and spooky silhouettes moving past the windows of the supposedly uninhabited mansion. This is the most atmospheric adventure the small screen has ever seen.

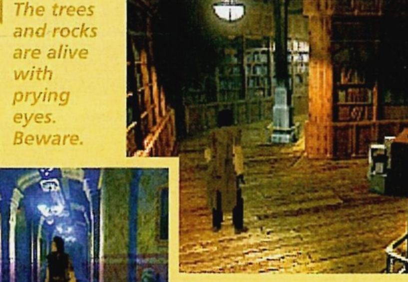


*The pre-rendered backdrops are second to none.*



*The trees and rocks are alive with prying eyes. Beware.*

*Search the areas throroughly for any items or clues.*



*Take time to read journals and books for vital clues about the mansion's history.*





*Right at the gates of the imposing mansion. You've got a long way to go yet, Eddie mate.*

# Alone in the Dark

**From:** Infogrames **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** May

**Is there anything this 8-bit wonder *can't* do? If someone had shown us shots of this a year ago and told us it was a Game Boy Color title, we would have laughed them out of the office. And even if we'd believed them, we would have had serious doubts about the way the game played. But it seems that Pocket Studios are having the last laugh: this is one of the most technically impressive and utterly engrossing pieces of GBC software we've ever laid our hands on.**

Taking control of Edward Carnby, you travel to a mysterious island after learning that your friend and colleague was murdered while investigating the spooky goings-on in a derelict mansion. With this sinister plot set in motion, you're plunged into a series of gorgeous pre-rendered environments, and required to puzzle your way through the adventure while engaging in battles with the mutant beasts that roam the area.

For those who thought this kind of 'survival horror' game wouldn't work well on GBC (Capcom, take note), *Alone in the Dark* proves them wrong in the most spectacular fashion. The game simply *oozes* atmosphere and tension. Each and every location is unbelievably detailed, bringing photo-realism to the small screen. Carnby himself is obviously far less detailed – looking a little monkey-like when standing in the foreground – but this is necessary for him to smoothly scale his way into and out of the screen.

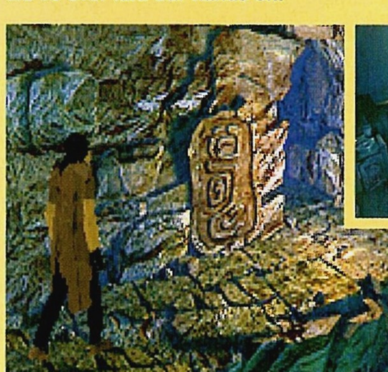
The puzzles themselves are the usual *Resi*-style affairs – wander around your environment, searching for old journal entries to provide clues, keys, or crowbars that'll open locked doors. But it's the battles which taint *Alone in the Dark* – because the world you navigate is comprised of pre-rendered screens, there's rarely enough room for combat, so you're forced into random encounters (à la *Final Fantasy*) that use an isometric view not dissimilar to GB *Perfect Dark*. In these, it's very tricky to aim at enemies, meaning ammo's eaten up like nobody's business and making death common.



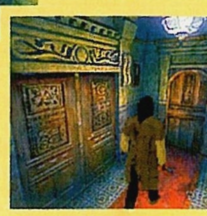
*It's a pretty safe bet that you'll be needing your revolver around here...*

In fairness, it's not long before you adjust to the combat, and this niggle really pales into insignificance in the grand scheme of things. Opening up new areas and plot developments is well worth the effort, and slowly uncovering the vile deeds and cruel experiments of the mansion's previous owner gives you an unparalleled sense of progress. And that's ultimately *Alone in the Dark*'s most rewarding attribute.

**5**



*After a while you'll begin to realise the true scale of the mansion and its hidden evils...*



*It plays and feels much like the first Resi.*

The flicker on the rainbows is nothing short of criminal.





Shame, as we'd have thought this was perfect for the Game Boy.

Bub and Bob are still the same.

The garish colours are still in full effect.



The joy of reaching the top and claiming the bonus remains.

# Rainbow Islands

**From:** TDK **Price:** £25 **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** May

**Ah, *Rainbow Islands*. Sequel to *Bubble Bobble,* and doyenne of the home computer generation. The game's simple play – chuck magic rainbows to kill enemies and climb to the top of a sinking island – had countless Amiga owners hooked back when Take That ruled Britain.**

So, let's get one thing out of the way: anyone who lost sleep to the original *Rainbow Islands* is going to *despise* this new Game Boy version. The design of the 24 levels deviates from the original; the enemies are barely animated; the rainbows flicker alarmingly; and the screen is forced to scroll left and right to accommodate the full width of the play area. Technically, *Rainbow Islands* is an absolute travesty.

But if you're too young to remember Gary Barlow crooning A Million Love Songs, *Rainbow Islands* is *bound* to make you smile. The subtlety of throwing and breaking rainbows to see off enemies remains, despite some appalling collision detection, and the joy of clambering to the top of each island, collecting bonus fruit and experimenting with power-ups that pop up out of nowhere is just as potent as it was ten years ago. Think *Super Mario DX* or *Metroid* – platforming that's so perfectly designed and stuffed with secrets that you'll want to return to the same levels time and again.

But where *Mario DX* rightly featured bonus mode upon bonus mode, Taito's feeble attempts to extend the game's lifespan – time and score challenges which must have taken all of two lunchtimes to code – are a stark reminder of the incompetence that nearly ruined this incarnation of *Rainbow Islands*. So, even younger gamers who won't balk at the sacrilege of it all will tire of *Islands* before long. A wasted opportunity.

**3**



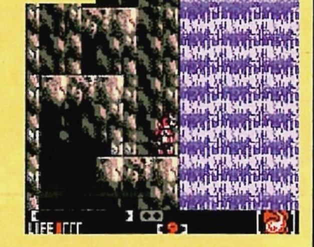




Health is normally hard to come by so tread carefully.

Caution and stealth is the best path to success...

# Return of the Ninja



**From:** Ubi Soft **Price:** £25 **Save:** Password **Link-up:** Yes **Colour:** Only **Out:** Now

**Anyone out there remember Sega's *Revenge of Shinobi* on the Mega Drive? If you do, then you'll be aware of just what to expect from this.**

*Return of the Ninja* is a sideways-scrolling platform/action game set in feudal Japan. Armed with your trusty blade and a never-ending supply of shuriken, it's your job to run and jump your way through each level, hacking down blokes – and beasts for that matter – who get in your way. This is pretty standard stuff, but even so, the controls are tight, the visuals aren't too weak and it's all enjoyable enough to keep you playing. The locations and level design are both varied and competent, with a difficulty level that should prove challenging enough for GB veterans.

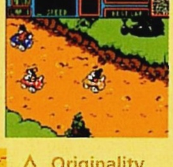
So, *Return of the Ninja* isn't amazing, by any stretch of the imagination – but it's an essentially sound purchase which won't disappoint fans of the genre. Neat.

**3**

# Mickey's Speedway USA

**From:** Rare **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now





Originality isn't exactly its forté.

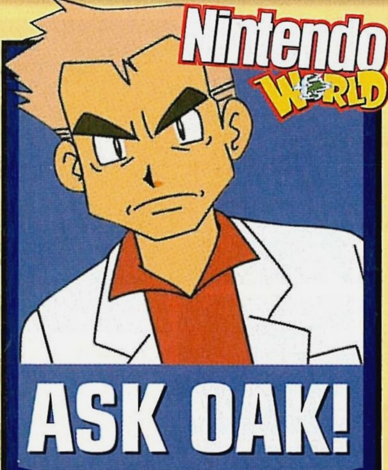
**It's not often that Rare send us something we'd rather not play – but in *Mickey's Speedway's* case, the cart ended up back in the box surprisingly quickly.**

Just how many more Disney racers can one platform support? Okay, so *Toy Story Racer* was a pretty classy affair, but this is truly bog-standard stuff. There *are* tons of tracks, and, yes, all your Disney favourites are here, and the racing itself isn't a disaster by any means. But it's suspiciously similar to both Rare's own *RC Pro-Am* and *Mickey's Racing Adventure* – games which are both knocking on a bit now.

If you don't own any Disney-themed racers, then *Mickey's Speedway USA* is certainly a decent choice, as it's good fun to play. But then so are countless others, which makes this strictly middle-of-the-road stuff with nothing particularly exciting to offer. Not bad – just not really that good either.








# ASK OAK!

**"Is there anyone out there who *hasn't* imported *Gold* or *Silver* yet? More to the point, are there any of you who aren't *stuck* on them? Here are two of the most common queries to arrive of late…"**

**Alexander Nuttall, Edinburgh:** People say you have a real knack for solving puzzles, so I would like your help. In *Pokémon Silver*, I can't find HM04 Strength. I know it's somewhere around Goldenrod City, because the third badge lets you use Strength anywhere. Even though I've beaten Whitney, I still can't track it down. Could you tell me where it is, please?
**Prof. Oak:** Not a problem, Alex. The HM04 can be obtained from the sailor in Olivine City near the exit to route 40. He's in the house next to the Pokécenter in the western part of town.

**Richard Frost, Essex:** I have *Pokémon Silver* and no matter where I look, I still can't find the Rock Smash move. Please, please, please answer me, Professor Oak!
**Prof. Oak:** Ah yes, TM08 – aka Rock Smash. This can be obtained by battling and capturing Sudowoodo – you'll need the Squirtbottle from Goldenrod to awaken him. Once he's out of your way, you should walk to your immediate right. On the path (Route 36), you'll find a guy who awards you TM08 for getting rid of the irritating Rock type. Alternatively, if you have enough cash you can purchase a Rock Smash from the Goldenrod City Department Store for 1,000 coins.

**Vexed by a Poképroblem? Ask the Prof! Write to: Ask Oak, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

# Bionic Commando




### BACK TO THE MAIN MAP

If you find yourself in a nasty situation that you can't seem to get out of, simply hold Select, then press A and B at the same time to go back to the main map and safety. This is also handy if you find yourself short of an item.

### ENERGY TOP-UP

Running a little low on energy? Try this trick. Find your way to a communications room that has a soldier in the vicinity. Kill him, then nick the energy he leaves. Now enter the comms room and head straight back out again. The soldier should have reappeared, carrying more energy and ripe for the slaying. You can repeat this as often as you please.



# Harvest Moon 2

### WARP

There's a warp on top of one of the trees behind Hot Springs. Just walk through to travel back to the ranch.

### MORE SUNNY DAYS

Ask the builder to make something for you. The next day – regardless of what it says on the telly – it'll be sunny. You can only do this, though, if you haven't got all the extensions.

### 1,000 GOLD

Press A up against the chest of drawers in your room to earn 1,000 gold pieces. Lovely stuff, no?

### HORSE RACE GAME

To unlock this feature, head for the tool shop the day after you first participate in a horse race, and it'll be available to buy.



# GB Action Replay codes

## Pokémon Trading Card Game

**Infinite HP on all cards**
0120C8C2

**Infinite HP on active Pokémon**
01FFC8C2

**No HP on opponent's active Pokémon**
0100C8C3

**Infinite HP on all Bench Pokémon**
01FFC9C2
01FFCAC2
01FFCBC2
01FFCCC2
01FFCDC2




**Infinite Booster Packs in Mail**
01811ED1
01851FD1
018420D1
018221D1

**Infinite Lab Booster Packs from PC**
018221D1

**Quick win**
0100C8C3

**Infinite Colosseum Booster Packs from PC**
01811ED1

**No HP on opponent's Bench Pokémon**
0100C9C3
0100CAC3
0100CBC3
0100CCC3
0100CDC3



**Coin always lands on tails**
01002FC2

**Coin always lands on heads**
01012FC2




**Infinite Mystery Booster Packs from PC**
018420D1

**All fake medals**
0108CCD3

**Infinite Evolution Booster Packs from PC**
01851FD1

# Game Boy Gallery

## It's not easy being green. We should know.



Welcome, welcome. Quite a healthy batch of unlikelies populate the gallery this month, from sinister telephones to, er, chefs.

That's right, there's a jolly, overexcited celebrity foodster featured in our gold medal-winning pic this time. But why choose that shot? Well, we reckon the GB Camera is ideally suited to taking or creating subversive shots of pretty much anything. If Rory Bremner can have ol' Ainsley ripping his own eyes out and then mincing himself, we reckon a little GB pic isn't going to do the man any harm.

Unlike the rest of this motley mutie crew, that is. We've got a devil-cat from Devon, Pika silencing someone who looks disturbingly like our Alan, and plenty of other rather worrying enigmas. Good, thought-provoking stuff. Well, chunder-provoking at least. Keep 'em coming, friends. There's tasty booty in it for you…

## Send us your freaks

**In association with**

JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200 or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry-case and a clear purple link cable. Not a bad little haul. Send your pictures to:

**Game Boy Gallery,**
**Planet Game Boy,**
**N64 Magazine,**
**30 Monmouth St,**
**Bath, BA1 2BW.**




**EVERY MONTH – ONLY WITHIN THE PAGES OF**



## WINNER!

Possibly a little harsh on the male incarnation of Rusty Lee (remember her?), but John Feltham from Kibworth Harcourt charmed us anyway. An Action Pack from Joytech is on the way.

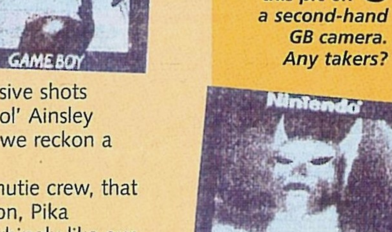
Cripes! Thomas Sykes of Woodbridge is in big trouble with Big Brother.

Hello, chubby. Jersey's Steve Mailer, trying to prove that big is beautiful. Er, not in this case, matey…

We found this pic on a second-hand GB camera. Any takers?

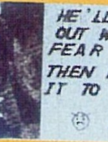
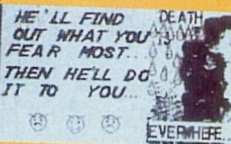


Oh dear. Neal Dremell from Itchen in trouble with the law.



Devon's Dave Fryer, proving himself an animal lover. No sniggering at the back.

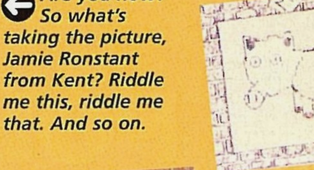
Blob in sky at night, shepherds abducted. This from one Chris Wheeler in Crewe.




By Jack Kirby from Scarborough – a budding comic artist.

Are you now? So what's taking the picture, Jamie Ronstant from Kent? Riddle me this, riddle me that. And so on.



An original work from Richard Simpkin. It worries us to think he's a resident of Bath, you know. That said, nice pig.

Sent in by Abingdon's Hadlee Bennett. We're scared.



Hmm. Is this Mickey Mouse taking the, er, Mickey? Better ask Lee Fletcher from Halifax.

Londoner Christopher Fennelly is certainly not going to be marrying our daughter. No siree.

A sunbed's point of view, maybe. It's come to us courtesy of Stephen Houston from Co. Down.

Can anyone work out how this was done, except David Firstbrook of London?



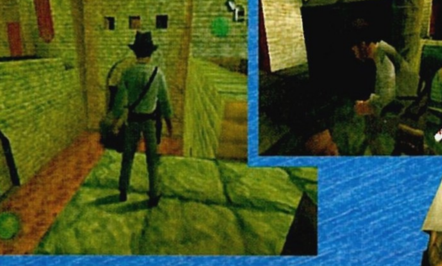
That better be a potato, James Taylor from Retford, or we'll be done for obscenity.




# N64 MAGAZINE ARENA

## INDIANA JONES AND THE INFERNAL MACHINE

Good to see you, Herr Doktor Jones...



GO TO PAGE 40




Don some leather armour and go!

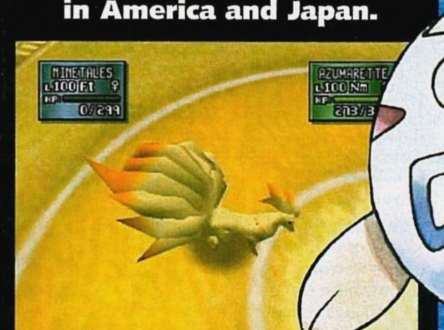





GO TO PAGE 44




The games they're playing in America and Japan.



## POKÉMON STADIUM GOLD/SILVER

If this stunning sequel doesn't sell by the bucketload, we'll happily quit our jobs.





GO TO PAGE 48

# EWED, RATED... AND COMPLETED!

# How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

## ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

**INFO BURST**

| METROID 64 | |
|---|---|
| FROM: | Nintendo |
| CART SIZE: | 256Mbit |
| HOW MANY PLAYERS: | 1-4 |
| CONTROLLER PAK: | 20 pages ✓ |
| CARTRIDGE SAVE: | ✗ |
| PASSWORD SAVE: | ✗ |
| EXPANSION PAK: | ✗ |
| RUMBLE PAK: | ✓ |
| TRANSFER PAK: | ✗ |
| WHEN'S IT OUT? | April (US), May (UK), Nov (Japan) |
| COST: £40 | |

### THE INFO BURST

Look for this on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller, Expansion and Transfer Paks. Also, we'll tell you when it's on sale – here, and in the US and Japan – and how much it costs.




### Can't wait for a UK release?

Look out for this logo, which tells you if you can play an import game on your UK machine using a Passport convertor, along with the code you'll need (if one's necessary). CA Games (**0141 334 3901**) should be able to help with all your import – and UK – N64 needs. Remember to tell them we sent you!

## IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

**PLUSES AND MINUSES** These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

**IF YOU LIKE THIS...** The N64 has hundreds and hundreds of games – some of which will be similar to the one we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

**VISUALS** What does the game do with the N64's stunning graphical power?

**SOUNDS** How good are the game's sound effects and music?

**MASTERY** How well does the game make use of the N64 and its incredible hardware?

**LIFESPAN** Will the game last you for months or a matter of hours?

**VERDICT** An overall opinion of just how good the game actually is. Plus, of course, a score.

### pluses & minuses

+ Amazing levels.

– Appalling music.

**If you like this...**

**Mickey Mouse 64**
Rare
**N64**/76, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT




## HOW N64 SCORES A GAME

*Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.*




**85% and above** *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

**84% – 70%** *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

**69% – 50%** *Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.*

**49% – 20%** *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

**19% – 0%** *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

## TEAM 64

*Seeing the star of Shigsy's favourite movie in quite a decent game brought out the adventurer in us all this month. So, wet towel in hand, we set off...*




**ANDREA BALL** *We sent the boss on a field trip to Egypt, but she ended up frantically digging in the back garden instead.* ***GAME OF THE MONTH*** Daytime TV 64

**JUD WEBB** *"What a great idea for a game!" cried Jud as he hurtled around a disused mine. Little does he know, eh readers?* ***GAME OF THE MONTH*** Indiana Jones

**MARK GREEN** *Greener's bottom lip was quivering when he found himself 'alone in the dark'. Bless his pus-soaked cotton socks...* ***GAME OF THE MONTH*** Poké Stadium G/S



**DARK MARK** *The evil-doer quickly set up an alliance with the Nazis. "A bit too liberal for me," quoth the sinister one.* ***GAME OF THE MONTH*** Indiana Jones



**GERAINT EVANS** *Seeing Indy hanging on by his fingertips was just too much for Geraint to resist, so the stamping commenced.* ***GAME OF THE MONTH*** Poké Stadium G/S



**PAUL EDWARDS** *"Dah de dah daaah, dude!" went Paul as he surfed atop a raft. And that's why he holds the crayons round here.* ***GAME OF THE MONTH*** Poké Stadium G/S



**ALAN MADDRELL** *Typical. Stupid twit Alan stuck a Gamecube on his head and pretended it was a trilby. Consider him fired.* ***GAME OF THE MONTH*** Indiana Jones

**STEVE JALIM** *Pint-sized archaeologist Steve attempted to put this tiny monster thing in a Poké Ball. Bye bye, Mr J!* ***GAME OF THE MONTH*** Poké Stadium G/S



PREVIOUSLY IN N64 We took an in-depth look at *Indy* in our Factor 5 special in N64/52.



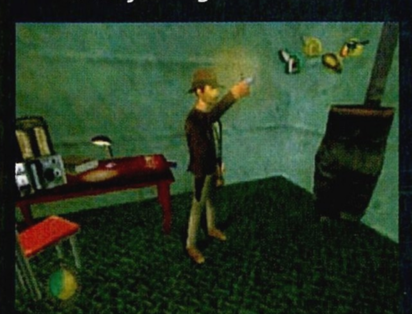
SWOON
Factor 5 have worked wonders with *Indy*. With an Expansion Pak installed, the graphics are beautifully crisp, despite the rather 'blocky' nature of the environments. And, once again, Factor 5 have demonstrated their mastery of sound – from the familiar theme tune, to the vast amount of speech, to the 3D surround-sound effects of their MusyX system, this is an aural treat. It's just a shame that the bloke who does Indy's voice doesn't sound anything like him...

## TOOLS OF THE TRADE

No self-respecting globe-trotting hero would even think of leaving home without a selection of useful items. After all, how can you plunder pyramids without a whip?

### LIGHTER

*Ah yes, the lighter – useful not only for igniting hand-made Cuban cigars, but also for illuminating darkened areas you might encounter.*



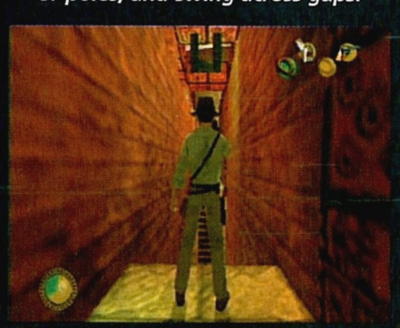
### GUN

*You start with a pistol – perfect for shooting soldiers or scaring off wolves – but later you can get hold of rifles and machine guns.*



### WHIP

*The whip has two uses. It can be a weapon, or – in the right situations – you can also use it to snag branches or poles, and swing across gaps.*



# INDIANA AND THE INFERNAL

## Will Indy's exploits be whipcracking good fun?

**Well, that's just typical. Given that the N64 release schedules will be painfully bare by this time next year – you'll hopefully have a Gamecube by then, remember – it's astounding just how many quality games the console is getting lately. Granted, we're always moaning about slipping release dates and postponed PAL launches (we're going to scream if *Excitebike 64* doesn't get its promised June release), and the UK has always been dealt a bum hand as far as videogames are concerned. But 2001 is so far turning out to be full of rather pleasant surprises.**

First of all, *Conker's Bad Fur Day* is released nary a month after it hit the US. Then *Star Wars Episode 1: Battle For Naboo* squeezes onto the shelves in time for the end of March, a full six months ahead of schedule. And now *Indiana Jones and the Infernal Machine* crash-lands in the UK. Unbelievable.

Of course, these three games all have one thing in common – THQ. The publisher – best known of late for uninspiring dross like *Scooby Doo* and the Second-Worst Game Ever, *Power Rangers* – have bravely picked up the games that Nintendo UK wouldn't, which means that we get to see some top-notch titles.

And this PC port is one of them. Springing from the fecund workstations of talented developers Factor 5 (responsible for the excellent *Star Wars: Rogue Squadron*), *Indiana Jones and the Infernal Machine* is an inspired reworking of a game that originally appeared on the PC a couple of years ago as a challenger to *Tomb Raider*'s dominance of all things platform-style. Of course, the N64 isn't short of similar games – two 'Best-Game-Ever' *Zelda* titles, for a start, as well as the excellent *Shadowman* and more – but Indy is the closest yet to a Lara Croft adventure on our trusty machine.

So grab your fedora and whip and join Dr Jones in his latest crypt-robbing adventure. Can it be as good as we hoped, or is it a case of too little, too late? Read on to find out...

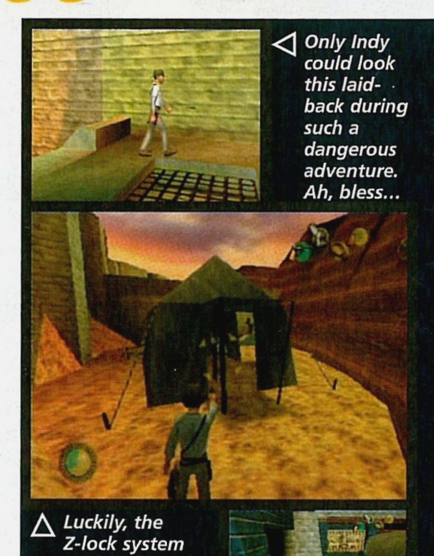
### INFO BURST

| INDIANA JONES AND THE INFERNAL MACHINE | |
|---|---|
| FROM: | THQ |
| CART SIZE: | 256Mbit |
| HOW MANY PLAYERS: | 1 |
| CONTROLLER PAK: | ✗ |
| CARTRIDGE SAVE: | ✓ |
| PASSWORD SAVE: | ✗ |
| EXPANSION PAK: | ✓ |
| RUMBLE PAK: | ✓ |
| TRANSFER PAK: | ✗ |

WHEN'S IT OUT?

| US | UK | Japan |
|---|---|---|
| Now | June | TBA |

COST: £40



Only Indy could look this laid-back during such a dangerous adventure. Ah, bless...

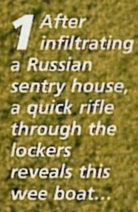
Luckily, the Z-lock system makes shooting a comparatively simple affair. Helpful, that.

# WHITE-WATER WONDER

This archaeology lark isn't all crawling through dusty tombs and finding precious vases, you know. No, our friend Indy is a little more adventurous than your average professor. For a start, we don't reckon most bookish types would go white-water rafting in an inflatable dinghy…



**1** After infiltrating a Russian sentry house, a quick rifle through the lockers reveals this wee boat…



**2** You'd have to be mad to get into it, but what the hey, it's only a game. Off we go.... makes a change from minecart races, though, doesn't it?



**3** Tapping A makes Indy paddle like billy-o, while turning the analogue directs the raft. Handy on these corners. But don't over-steer…

**4** The game is stashed full of secrets, so keep an eye open. See the waterfall over there? Head into it.

**5** Once inside, you'll find a corpse. Nothing too nice about that, you'd think, except this one's got treasure. Good.



**6** Carrying on, watch out for the rocks – they'll puncture the dinghy, and it'll gradually lose air. And you've only got one repair kit.

**7** Eventually you'll reach your destination. But don't go and throw away that boat just yet, mind – you'll be needing it later on in your adventures…

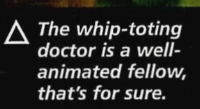


# JONES MACHINE



△ Tomb Raider, eat your heart out – Indy's the real deal.

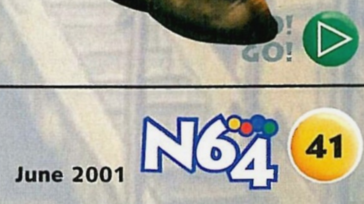
▽ Just hop up the step and climb the ladder. Simple.



△ The whip-toting doctor is a well-animated fellow, that's for sure.

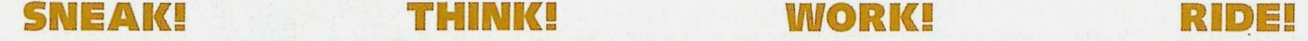
The levels get really big later on – and they're awfully pretty. ▷

GO!



# KEEP ON TRUCKING

You won't just have to rely on simple brainpower in *Indiana Jones and the Infernal Machine*, as the environment often holds the answer to tricky problems. Take this situation...



## SNEAK!

*So here you are, on the top of some battlements. Not an ideal place to be – especially as there's no clue as to what to do next. However, looking around, what do we notice but a supply truck...*

## THINK!

*The truck, which periodically trundles through below you, is delivering essential supplies to the dastardly Russkies. Hmm. That could be a clue, then. Time for Indy to busy himself with a spot of infiltration...*

## WORK!

*Leap down to ground level from the battlements, and head to the adjoining building. Once inside, indulge in a spot of block-pushing and you can climb to the top of this next set of battlements.*

## RIDE!

*At the end, you'll find a handy gap, above the locked entrance to the Russian base. Wait patiently here for the next truck, then jump. You should land, cat-like, on the roof, and get carried into the base.*





**NICE WEATHER**
Factor 5 have spent an inordinate amount of time perfecting the weather effects for *Indiana Jones and the Infernal Machine*. The miraculously pretty snowstorms are best – so good, in fact, that Factor 5 reused them for their other recent title, *Star Wars: Battle for Naboo*. Clever.



△ *Brrrr. It's certainly 'snow' joke being out in the cold like this. Will that do?*

▽ *The map's bound to help here – but Indy doesn't seem to have noticed it...*

**Well, who'd have thought it? *Indiana Jones and the Infernal Machine*, a hugely promising game, is bafflingly granted nothing more than a rental-only release in America, effectively stifling any hopes we had for a UK showing. But then we get told it'll be out here in September – which put a smile on our faces – only to be further astounded by the game's release being brought forward by *three months* to June. A big 'well done' to THQ, we reckon. Whilst *Sin and Punishment* appears to be stuck in Japan, and *Excitebike* seems almost eternally out of reach, it's good to see a quality game getting some proper support for a change.**

But onto the game itself. If you've ever played *Tomb Raider* – and if you haven't, you must have been living in a cave for the past five years – you're going to know just what to expect with *Indiana Jones and the Infernal Machine*. This is all about running, jumping, climbing and figuring out the odd puzzle, with a little shooting and swimming thrown in. Whilst Lara Croft nicked Indy's image and raison d'être wholesale, it's fittingly ironic that this game should photocopy the *Tomb Raider* template almost exactly.

That said, this is a far superior game to the multiple *Tomb Raiders*, thanks mostly to some canny programming additions on the part of Factor 5. The original version of this game came out on the PC, and suffered from some shocking control problems and a lack of analogue movement. Factor 5 – who ported the game to the N64 – plainly know how to improve such things, so you'll find a patented *Zelda*-style lock-on here. Whereas on the PC, aiming guns and hitting targets were two entirely disparate activities, on the N64 combat is a dream. Almost, anyway – it's not as effective or as smooth as the lock-on found in *Zelda*, but it's certainly more robust than the equivalent function found in, say, *Shadowman*. Elsewhere, proper analogue control is in evidence, and a splendidly familiar inventory system – you can 'bind' items to the C-buttons – is used. All good news, if not terribly original. Shigsy must be stamping his feet in anger.



**VISUALS** ...with the aid of an Expansion Pak, the levels are clean and crisp, and great to look at.

So then, *Indy* is an improved version of an already well-received game, which is all fine and dandy. However, although control has been taken care of, there are rather more basic problems that can't quite so easily be fixed. Before we get on to that, though, let's say that this a good game – very good, in places. It just suffers from a lack of variety and too much repetition. Whilst Indy will take you all around the world in his search for relics,

# WALKING WITH ARCHAEOLOGISTS

A quick run through of what you can expect from *Indy*…

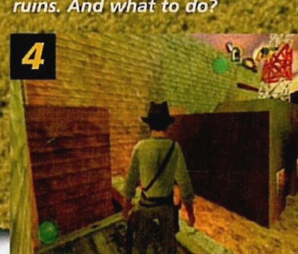


*1 Here we are at the start of level two – Babylon. Leaving your jeep, you're dropped into a valley containing plenty of crusty old ruins. And what to do?*

*2 Well, handily, you can climb up a pillar and leap across to the walkway opposite. Follow it around the corner, and…*



*3 …you'll find a problem. A locked building – there are people inside! – and there's no way around. Tricky, eh?*



*4 But Indy isn't stumped. Use this wooden block to leap to the top of the building, then eavesdrop on the Russians.*

*5 Jump down from the building and you'll walk straight into an enemy encampment. Gulp… What will you do – shoot or run?*

*Sadly, Indy walks like he's got piles.*

*So, how to sort this bridge out? Not easy…*

*Don't spare the Nazis, the costumed scum.*

*What could that object be? We're keeping mum.*

*There are plenty of cut-scenes to watch.*

*There's no fogging and no pop-up in Indiana Jones' colossal levels. Quite a feat, that, wethinks.*

each level pretty much consists of figuring out how to get from A to B – meaning plenty of climbing, jumping and pushing and pulling blocks to and fro. Combat is scarce, and although there are lots of items to be used and a few context-sensitive tricks to pull off – such as employing your whip to swing across a canyon – the things you're asked to do in the game aren't too varied. Even the instances where you're hurtling down some rapids in a rubber dinghy, or partaking in the contractual minecart ride, do little to heighten excitement. But, despite a very blocky 'look', the various levels are still a joy to explore. From deserts to snowy wastes, they're all sprawling affairs, and with the aid of an Expansion Pak they're clean and crisp, and great to look at.



**VERDICT** ***...if you're itching for some decent 3D platforming action, you can't really go wrong here.***

So there you have it. *Indiana Jones and the Infernal Machine* is, at its core, a polished *Tomb Raider*. As such, it's never going to be as smooth or as compelling as *Zelda*, but if you're itching for some decent 3D platforming action, you can't really go wrong here. And let's face it, until *Luigi's Mansion* – or whatever it's called – arrives, you haven't really got much choice…

JES BICKHAM

## pluses & minuses

+
- Looks great.
- Sounds superb.
- Improved control over the PC version.
- A huge challenge.
- The N64's very own *Tomb Raider* – but better.

−
- Too much running, jumping and pushing blocks around.
- Can get repetitive.
- Not as immersive as *Zelda* or *Shadowman*.

**If you like this…**

**Shadowman**
Acclaim
N64/32, 93%
Stunning and sprawling 3D adventure with serial killers and swearing.



**8 VISUALS**
Crisp, colourful and the lighting is superb.

**8 SOUNDS**
Factor 5's mastery of sound is once again proven beyond doubt.

**8 MASTERY**
A vast PC game squeezed into a tiny cart, that somehow runs beautifully on the N64.

**8 LIFESPAN**
If you can take the repetition of running and jumping etc, the sheer size of the game will keep you going.

**VERDICT**
Much better than the PC original, *Indiana Jones* is an ace *Tomb Raider*-style romp spoiled only by an excess of 3D platforming clichés.

**81%**

**PREVIOUSLY IN N64** We've previewed *Aidyn Chronicles* many a time, most recently in a Future Look last issue.

*An Expansion Pak and still there's fogging. Someone's staying after school.*

*Mmm, strong with The Force is he. Eh heh heh!*

*Fiddling about with your kit is cool.*

*You can bet that'll come in handy later…*

*Sadly there's no option to wash yourself.*

# AIDYN CHRONIC THE FIRST MAGE

**You'll like it, but not a lot.**



**INFO BURST**

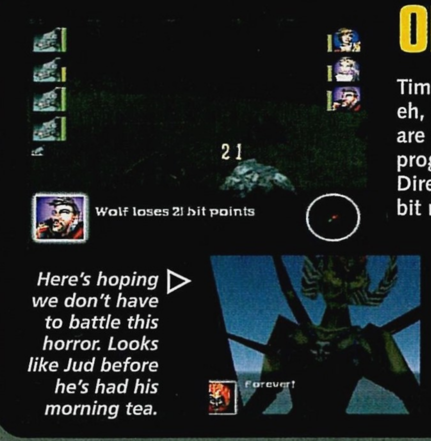
| AIDYN CHRONICLES THE FIRST MAGE | |
|---|---|
| FROM: | THQ |
| CART SIZE: | 128Mbit |
| HOW MANY PLAYERS: | 1 |
| CONTROLLER PAK: | 28 pages ✓ |
| CARTRIDGE SAVE: | ✗ |
| PASSWORD SAVE: | ✗ |
| EXPANSION PAK: | ✓ |
| RUMBLE PAK: | ✗ |
| TRANSFER PAK: | ✗ |

WHEN'S IT OUT?

| US | UK | Japan |
|---|---|---|
| Now | May | TBA |

COST: £50

## OLD FAVOURITES




*Here's hoping we don't have to battle this horror. Looks like Jud before he's had his morning tea.*

Time to do 1d6 damage to some stock enemies, eh, role-playing fans? The first foes you'll battle are some puny but oversized bats, later progressing onto your old mates the wolves, Dire and otherwise. When the party's looking a bit more healthy you can expect to cross the path of bandits and goblins, who have a liking for poisoned projectile weapons. However, we were actually fairly scared when we first got physical with a small band of minotaurs. What next, a dragon?



## MEET THE PLAYERS

Your choice of party will affect the whole game...




### ABRECAN

This cycloptic meathead is invaluable early on in the game if you want to survive, as he is quite handy with weapons. But all is not as it seems with him...




### BRENNA

Skinny thiefette Brenna is not too hot in a fight, but her ability to pick locks is priceless. She's very close with the hero, too, which helps quite a lot.




### RHEDA

Rheda is a young wizard who has taken it on herself to tutor Alaron in the ways of magic. Do you reckon he'll surpass her...? It's all just so inevitable, isn't it?




### ALARON

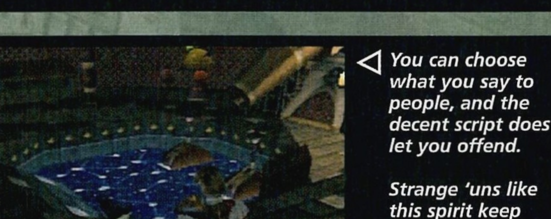
Or 'Alan' as he likes to be known. This orphan is trying to become a knight, but his way is fraught with major personal issues...

Ahhhhhh. Pass the marshmallows.

**WHAT YOU SAY!!**

Some things in life you can depend on, like huge reams of pointless text-chat from passers-by in RPGs. True to form, *Aidyn* is populated with a garrulous supporting cast, but Alaron can only think to ask them all about what it's like to be a guard etc. With conversational skills like that, he's not so much the first mage as the last one left at the party...

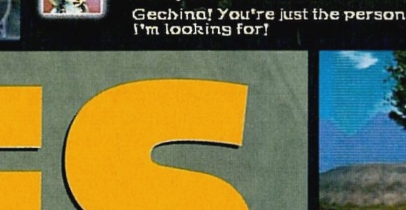



◁ You can choose what you say to people, and the decent script does let you offend.

Strange 'uns like this spirit keep popping up and being enigmatic. Talk to the hand... ▽



# LES

**Ah, *Aidyn*. So long in the waiting... RPG fans have been drooling over screenshots of this good old-fashioned swords 'n' sorcery adventure since time immemorial, hoping that finally they'd have something better to fiddle with than *Holy Magic Century*.**

Alas, the wait continues. *Aidyn* does do a number of things right, but is let down by some terminally debilitating 'issues'. You take the role of enigmatic young upstart Alaron, who finds himself at first on a quest to cure himself of a mysterious goblin poison, but whose adventures lead to some very interesting revelations about himself. Naturally, we won't spoil the surprise here, since the engrossing plot is the game's main attraction, and it's often the only justification for persevering with some very slow play indeed.

*Aidyn*'s main problem is actually something of a double-edged broadsword. The world you inhabit is big. *Really* big. So big that a brief trot across the mountains to the next town will take you knocking on for an hour to complete. Then of course, you'll die without having saved your progress manually on a Controller Pak, but that's a different story. This sheer size is good for instilling a sense of an epic scale, *but*... *Aidyn* leaves you floundering around wondering where you're supposed to go next on far too many occasions. Early on, for example, you have to troll around an impressive castle, selecting a party and chatting to the inhabitants. However, we spent ages bimbling about trying to work out who we had to talk to, then ages more attempting to find them.

That said, some effort has been put into making the surroundings worth a glance or two – you can see some fairly

**VISUALS** ● *You see some impressive views ...but the game chugs along as you peer towards the horizon.*



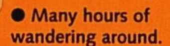

△ Your hero keeps a diary to remind him what to do next. Handy stuff.

◁ At least they react enthusiastically when dodging or being hurt. Shame they don't touch...

GO! GO! ▷

## pluses & minuses

- Traditional medieval RPG.
- Did we mention it's big?
- Many hours of play.



- Many hours of wandering around.
- Really dodgy animation.
- The magic's a bit piff, paff, poof.

**If you like this...**

**Hybrid Heaven**
Konami
**N64/33, 83%**
Enjoyable futuristic RPG that fuses 3D exploration with funky turn-based combat.



**5 VISUALS**
Pretty enough, but let down by poor animation and fogging.



**5 SOUNDS**
Perfunctory. Everyone lets out a yelp when they're hit, and that's about it.



**6 MASTERY**
A weird blend of the ambitious and the hopelessly inept. How did this happen?

**8 LIFESPAN**
Even ladies will have grown beards by the time they've reached the end.

**VERDICT**
Another game that leads you on, promising to be great, but which disappoints when you actually play it. It's a cliché, but this is for RPG nuts *only*.






That castle certainly is pretty indeed.

Thankfully, you can swing the camera round.

So when do Alaron and his mates get paid? Actually, this is the map screen. Indispensable.




# HOW IT WORKS

*Let's battle some goons, shall we?*

*1 We spy a Tomb Rat in the distance and try to creep up on it, though bitter experience tells us this is basically an exercise in futility. One more go...*




*4 Have that! Abrecan is clearly 'the man' at dishing out sword damage.*

*5 The Tomb Rat emits a horrible scream as it dies, chilling us right through to the bone.*




*2 Eh? Now there's a group of them and we're miles away! Something of a mystery, you know. Oh well.*

*3 We start the long slog towards the enemy. Those weird white cones are the boundary of our movement range. So now you know.*




*6 Ha! The other one's legging it. We give chase to no avail. A wise decision on their part, we think you'll find in the long run.*



Is it because you used to be in the Muppets, perchance? The supporting cast is cool.

impressive views from high places. But the game engine chugs along horribly as you peer towards the horizon, and often resorts to fogging distant scenery – which is cheekily old hat when you see the likes of *Conker's* and *Banjo-Tooie* doing the biz.

**LIFESPAN** ***If you're bloody-minded enough to persevere with Aidyn, it will eventually reward you.***

Of course, the bulk of your time will be spent doing things like wandering the wilderness and battling Dire Wolves to up the old experience points, so your wizard can graduate to a higher level and learn a new spell. The mechanics of all this are pleasingly old-school, but we've come to expect magnificent displays of light from our magic – *Aidyn* mostly responds with only a 'poof' and a wisp of smoke. The willfully idiosyncratic combat system also perplexes us. You'll carefully creep up behind a solitary enemy, only to shift into combat mode and find your party spread apart, miles away from half a dozen foes. Highly curious and rather annoying, as it means you have to spend a couple of rounds running over to where they are.

Basic gameplay problems like this can seriously harm a game's final score, but if you're bloody-minded enough to persevere with *Aidyn Chronicles*, it will eventually reward you. It's frankly enormous, and has a plot which you'll genuinely care about, if you can be bothered to put in countless frustrating hours battling with the thing.

In fact, we feel a little guilty knocking *Aidyn*, as it does try really hard. There is a big old world out there, and parts of it are pretty. But with a hero who runs like his legs are broken lolly sticks, outlandish combat, and no idea of where you're going half the time, *Aidyn Chronicles* is a decidedly mixed bag. Most of us should steer well clear, but if you simply *must* have an RPG no matter what we say, you could do a lot worse.

**ALAN MADDRELL**

The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

**PREVIOUSLY IN N64** We reviewed the Japanese version of *Stadium G/S* in **N64**/52

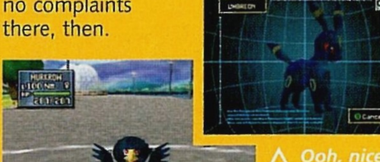
## THE NEW STYLE

Nintendo have turned things up a notch with two new Pokémon types…

### DARK

These new monsters are super-effective against Ghost and Psychic types, which were heavily unbalanced previously, especially in the hands of the pro. There are six new Pokémon of this type, including Houndoom, Houndour, Murkow and Tyranitar.

**So what?** The annoying spod down your road won't be able to Alakazam your butt into the middle of next week every time he plays you. Oh, and there's a funky new Eevee evolution called Umbreon to add to your collection – no complaints there, then.

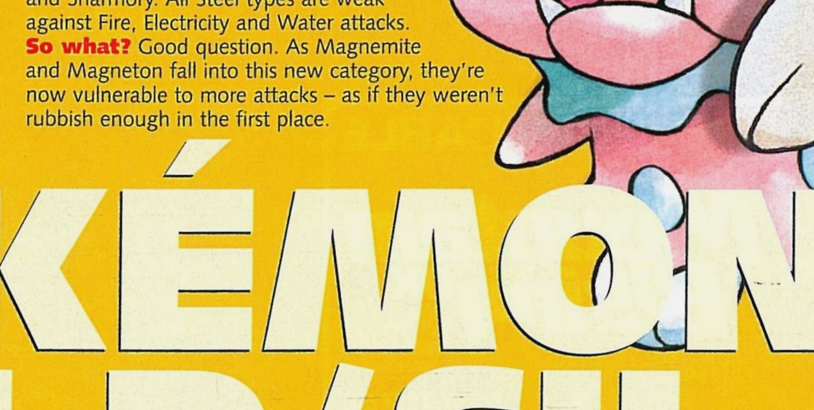


*Ooh, nice. Welcome to The Matrix, Umbreon.*

### STEEL

These types kick butt against Ice, Rock and Dark Pokémon. There are six of them, too, including Steelix – an Onix evolution – Forretress, Scizor and Sharmory. All Steel types are weak against Fire, Electricity and Water attacks.

**So what?** Good question. As Magnemite and Magneton fall into this new category, they're now vulnerable to more attacks – as if they weren't rubbish enough in the first place.



# POKÉMON GOLD/SIL

## We're back once again with the stadium



**INFO BURST**

| POKÉMON STADIUM GOLD/SILVER | |
|---|---|
| FROM: | Nintendo |
| CART SIZE: | 128Mbit |
| HOW MANY PLAYERS: | 1-4 |
| CONTROLLER PAK: | ✗ |
| CARTRIDGE SAVE: | ✓ |
| PASSWORD SAVE: | ✗ |
| EXPANSION PAK: | ✗ |
| RUMBLE PAK: | ✗ |
| TRANSFER PAK: | ✓ |

**WHEN'S IT OUT?**

| US | UK | Japan |
|---|---|---|
| Now | Oct | Now |

**COST: $60 (approx £42)**

If you cast your mind back to **N64**/52, you'll remember that Import Arena was lucky enough to host the newly-released Japanese version of *Pokémon Stadium Gold/Silver*. Unfortunately, we're still not accustomed with the intricacies of said Eastern dialect, and so – despite playing it to death since its arrival – it's been impossible for us to appreciate *Stadium G/S* in its full glory.

Thankfully, though, all that's behind us. We've now got our hands on a fully-translated American copy of the game. Gone are the days of speedily bypassing reams of incomprehensible text, selecting attacks at random and listening to Alan's "Couldn't tell what I was doing!" excuses every time we wipe his face in the dirt. This time, we know exactly what's going on – and *Stadium G/S* rocks…

**N64 PASSPORT COMPATIBLE**
CODE E93D0054-003F
You can play this on your UK machine with a convertor cartridge. v3 only




*Making a cowardly retreat has never been so good to look at.*

Projectile vomiting on your N64. Just imagine it for a sec.

There's enough trivia on offer to task any genuine Pokémon enthusiast.

We're at the beginning of a very tricky castle indeed. Wish us luck!

Combat's the same, but everything else isn't.

Expansion Pak? What Expansion Pak?

N64 MAGAZINE STAR GAME

STADIUM
VER

masters.




The menus pretend to be a world in their own right. Nice.




That'll give 'em the willies. Is it clear that's a fire attack? Well, is it?

Makes you yearn for your summer hols, eh?

## WHAT A BEAUTY!

Yep, *Stadium G/S* surpasses anything its predecessor had to offer. Not only have the menu screens been polished to perfection, but the game resolution has also been tweaked, giving everything a shinier and more impressive look. All 251 Pokémon are simply gorgeous to behold, with a wide range of varied animations – including individual faint scenes and the kind of special lighting effects and attacks which will burn right through your retina. The best change in *Stadium*'s presentation, though, is in the battles themselves. The arenas are much more exciting-looking, while the smoothness between each monster's attack and connecting hit has been tightened considerably – it stuck out like a sore thumb in the original.



**RARE REWARDS**
By beating the various cups with certain conditions fulfilled, you'll gain access to rare Pokémon. These are normally high-level monsters with more moves than they'd normally possess. After beating the Rival Cup for example, we nabbed ourselves a Farfetch'd with Baton Pass. Sweet.

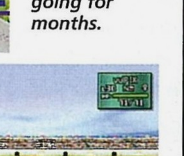
# WELCOME TO WHITE CITY

A whole new adventure, a brand new tournament and a huge new stadium complex to explore. You'll be needing some guidance, then...

## STADIUM

*This is where it's all at. Here you can enter the Little Cup, Poké Cup, Prime Cup and Challenge Cup. Each one is set in its own stunning arena, and each holds enough challenging battles to keep you going for months.*

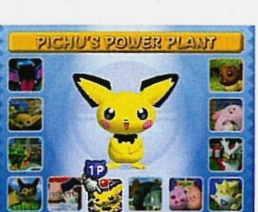




*The sweeping camera creates a good sense of drama for each bout.*

## MINI-GAMES

*One of the best extras from the original* Pokémon Stadium *returns with a set of great games to distract you from your tournament exploits. The four-player option is present and correct, and the amusement potential is significantly higher.*






*A good question. If you don't have the Game Boy game, you're in big trubs.*

## FREE BATTLE

*Here's where you sort out the championship contenders from the small-time bug catchers. Grab a mate, get him to unveil his so-called 'trained' Pokémon, and beat him to pulp in the park. Against a human opponent, this is about as addictive as it gets.*



*Are you talkin' to me? Well, are you?*

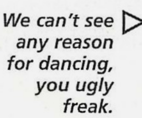


*This is always the most fun bit of a Stadium game, talking the smack.*

## GYM CASTLE

*If you want to earn your badges, this is where you're going to have to go. Each leader from* Pokémon Gold/Silver *is here, and they're just as tough as before. Use rental 'mon at your peril, folks – you have been warned.*





*We can't see any reason for dancing, you ugly freak.*

## BACK TO SKOOL

*One of our favourite additions to the package has to be the Pokémon Academy. If you're mad for Pokémon, you're going to love this...*



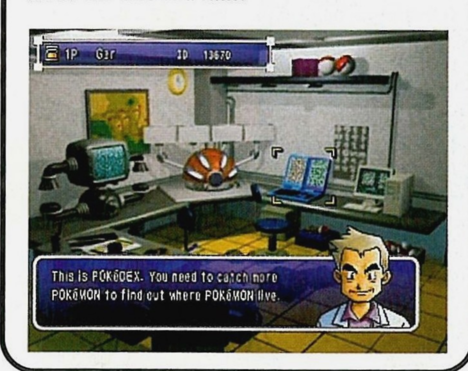
**2** *The classroom allows you to, er, attend a class, test your knowledge or battle other students.*

**1** *You have a choice of destination to begin with. Either attend a lecture or visit the library.*



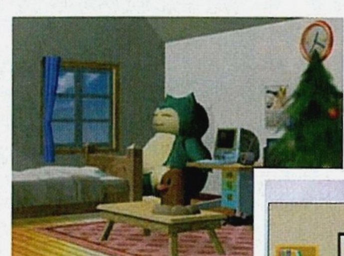
## POKÉMON LAB

*This is the engine room of Pokémon Stadium. It's here that you check through your Pokémon and their stats, find information about the world of Johto – like nesting sites – and trade your beloved monsters and any items like TMs and HMs.*



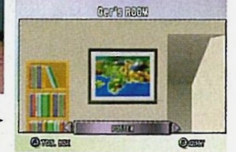

## MY ROOM

*A curious addition, make no mistake, as it serves absolutely no practical purpose at all. It's simply a decorative feature. Still – as the map-screen footnote states – it's a welcome change of pace from all that heated battling.*





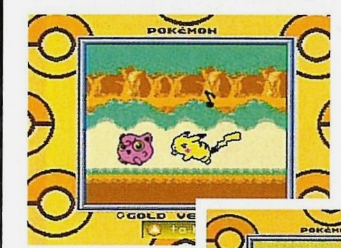
*We want a Snorlax in our rooms!*



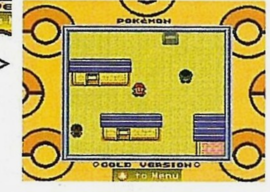
*Ger's room is actually littered with cheese.*

## GB TOWER

*Just like in the previous game, you can enter GB Tower and play your Game Boy cartridge on your television. This is ideal for boosting your Pokémon's levels, as fights can be speeded up to reduce monotony.*



*The top way to enjoy the best sellers of all time.*



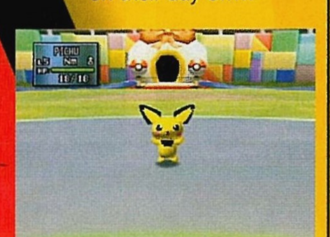
*Still won't help you if you're lost, however. Go on, phone Mum, wimp.*

# PUPPY POWER

If you thought the previous *Stadium* was cute, this next instalment will bring tears to your eyes. Never before have Pokémon looked so adorable.

## Pichu

Ah bless! As if Pikachu wasn't cute enough, Nintendo have downsized the yella fella and created this pre-evolved form. Now we know what that rambunctious little Pika and his missus get up to on their day off…



## Tyrogue

This feisty tearaway is a direct product of breeding between a Ditto and either a Hitmonchan or Hitmonlee. The little scamp may look pretty cute, but be wary – it's armed with some nasty combo attacks and a mean punch.



## Smoochum

Babber Jynx here is a bit of an odd one. According to the Pokédex, it examines everything with its lips first, then rocks forward and back imitating kisses (?!). Not much use in battle, but still undeniably cute.



## Magby

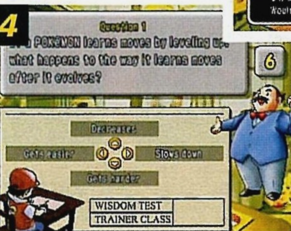
This critter may look nice, but by the time we'd reared one and checked our 'dex, it informed us that it "dribbles hot embers out of its mouth and nostrils". Whatever you do, then, don't give the little tyke your hanky…

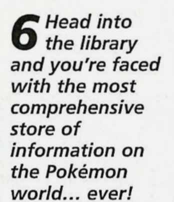





**3** The lectures tackle just about every imaginable aspect of the Pokémon universe, teaching you all that you'll need to know for battle. Knowledge is power, you know.

**4** The tests are quite tricky – but for every one you manage to pass, you'll be awarded a medal.

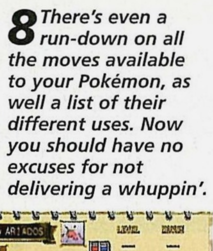



**5** Each student is proficient in different aspects of battling – challenge them to brush up on your weakest areas.

**6** Head into the library and you're faced with the most comprehensive store of information on the Pokémon world… ever!




**7** You can check on stats and evolution profiles – just what you need to be a true Pokémon master.

**8** There's even a run-down on all the moves available to your Pokémon, as well a list of their different uses. Now you should have no excuses for not delivering a whuppin'.




# TRANSFER TITBITS



On top of the ability to transfer your hand-reared GB Pokémon to battle in the main arenas, *Stadium G/S* offers those who have spent time on the island of Johto access to mystery gifts, which can then be collected on the fifth floor of the Goldenrod City Mart. Not only that, but special treats bought by your Mum – like the doll she puts in your room – can be viewed in a 3D mock-up of your bedroom found on the main map in *Stadium Gold/Silver*. Although this serves no real purpose, it's welcome all the same, as you spruce up your room with trinkets you discover on your *Gold/Silver* Game Boy adventure.







Very tidy. For Geraint.

Let's hope it's not the same as the fist-shaped 'gift' that Dark Mark offers us sometimes…



**NEW BALLS PLEASE**

The introduction of your Pokémon to the battle arena is simply stunning. Gone is the understated whirl of light that preceded battles in the first instalment, and in its place is a pyrotechnic display that'll knock your socks off as you whisk your 'mon in and out of battle. We just can't get enough of it.

GO! GO!



That whole drowning routine never did work...

Now he's seeing stars! Ahem. Yup.

Not as simple as it looks by any means. Hmm...

# FUN FOUR ALL

**The minigames were a right laugh in the first *Stadium*. This time, they're even better.**

## Tumbling Togepi

This is pretty much the same as Run Rattata Run, only this time instead of bashing buttons you have to direct Togepi to the speed boosts.



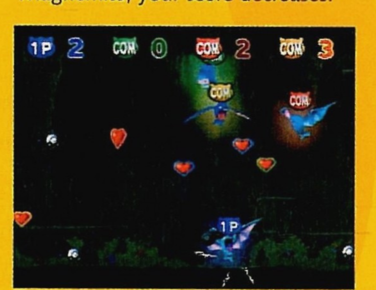
## Rampage Rollout

Angle your stampeding Donphan as tightly around the corners as you can, while kicking dirt into your fellow racers' faces. Top stuff.



## Gutsy Golbat

Fly through the cavern and try to collect as many hearts as possible before your opponent. If you hit a Magnemite, your score decreases.



## Furret's Frolic

This is essentially a game of four-way footie. Use your Furret to head different-sized Pokéballs into your own goal and win the match.

## Pichu's Powerplant

Direct your Pichu to the electrode and hammer the indicated button to increase your power. If you're successful, the others will fry.

## Delibird's Delivery

Simply, pick up the items and shove them in your sack. The more you collect, the harder it is to get back to base and avoid the Swinubs.



**This one needs no introduction. It's the sequel to the hugely successful *Pokémon Stadium*, which has helped keep Nintendo's 64-bit wonder in the running through its twilight years. And with good reason too. After spending months glued to the Game Boy's tiny screen, battling, trading and rearing your favourite monsters, seeing them burst out of your telly was a completely original and utterly addictive experience.**

So, right from the start, anyone who's been acquainted with the previous *Stadium* will feel right at home. However, the tournaments themselves are larger, harder and more intensive than before. There are four in total – the Little Cup, Poké Cup, Prime Cup and Challenge Cup – and some are broken up into four subdivisions. So, to take an example, in the Challenge Cup you're required to fight through *32* different battles in order to claim the prize. In addition to this, there are some excellent new mini-games to divert you from the standard battling, the all important multiplayer 'free' battles, and the tricky Gym Leaders to fight against. Needless to say, there's so much to do in *Pokémon Stadium G/S* that beating it in its entirety will take yonks.

**VISUALS** ***The monsters are much more vibrant... and the battlegrounds are stunning...***

And for *Pokémon Stadium Gold/Silver*, Nintendo have kept the basic formula very much the same. You can battle it out in the usual selection of tournament modes – each with their own level restrictions – or enter the Gym Challenge, which puts you head to head against the best the CPU has to offer. In addition to these, there's a selection of minigames to break up the action and, of course, GB Tower, where you can play your copy of *Gold* or *Silver* on the big screen.

Unfortunately, all *Stadium* basically entails is countless similar battles – and that will most likely turn non-Pokéfans away. For those who don't see the attraction of Nintendo's popular series, this will be an



Surely battling such adorable cuties is illegal.

Steelix has got to be one of the scariest new 'mon in 3D.



Effective indeed. And so it should be, we say.

Possibly not a great line-up we've got here.

Pichu gives his chums a little shock treatment. Bwahaha!

With Gold and Silver's new features, the machine's had an overhaul too.

Worth buying for those stunning visuals alone. Mmm, yummy!

Map's the way I like it. Uh huh, uh huh!

Gengar goes all 1960s album cover on us. Man, that's so heavy it hurts. Right on...

## GOING, GOING... GONE.

One of the best things about both *Pokémon Stadiums* is the faint sequences that take place before the Pokémon are sucked back into their balls. Each monster has their own little waddle, swagger and stumble, which could be the standard keeling over, face down in the dirt, or – in Togepi's case – a dainty little cross-eye pirouette before sitting back on his eggy bum and fainting. This kind of attention to the animation of each Pokémon prevents them from looking like mechanical beasties, and lends each critter more character than ever. Ahhhhh.



Who could resist that pout, eh? Not us.

exercise in abject tedium. But for the rest of us, this is simply fantastic. On top of all the usual stuff, there are 100 extra *Gold/Silver* monsters, bringing more diversity to your potential team of six and requiring you to rethink your tactics for each battle. The wealth of options is astounding, and there's a Pokémon academy where you can access fully-comprehensive details on all the monsters, moves and tactics possible, as well as take tests to improve your Pokémon knowledge.

The vast improvement in the visuals department is also worth noting. The animation, battle effects and arenas are incredible. The monsters themselves are much more vibrant and seem to show more character than their predecessors, and the battlegrounds are stunning, providing a fantastic sense of atmosphere. That's especially true in the latter stages of Gym Castle, where the arenas become suitably more brooding and tense until the climactic battle, which takes place in a breathtaking mid-air arena, overlooked by a giant statue.

It's this attention to detail which makes *Stadium* so lovable. Nintendo obviously care about the Pokémon universe they've created, and it really shows. The craftsmanship is astonishing – other than the irritating commentary, which returns with a vengeance and supplies hours more brain-melting dialogue, there's nothing here which is sloppily programmed or half-heartedly designed. For those who love their Pokémon, this really is a dream come true.

**LIFESPAN** *There's so much to do in Stadium G/S that beating it in its entirety will take yonks...*

In fact, you need to have played the Game Boy titles extensively to get the most out of *Pokémon Stadium G/S*. The 'rental' monsters that come on the N64 cart are all very well and good for a quick blast in the multiplayer mode, but most enjoyment will come from chucking your own customised critters into battle. The later challenges and tournaments are near-impossible unless you have your own team of hand-reared Pokémon all raring to go, and watching them perform in 3D is highly rewarding. If you have friends with some equally-matched Pokémon, *Stadium Gold/Silver* really does come into its own.

So, in essence, what you're looking at here is a *super*-deluxe version of the original. For Pokémon enthusiasts, it's an absolute must, and should provide all the Pokégoodness you require until *Pokémon GBA* arrives. And although *Pokémon Stadium G/S* won't be out here til the Autumn, PAL N64 owners needn't wait – PAL versions of the game are currently doing the rounds in Australia. There's no excuse for *anyone* to miss out on stunning 3D Pokébattles *right now*.

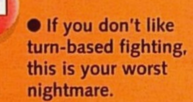
GERAINT EVANS

### pluses & minuses

+
- Months and months of play.
- 100 great new Pokémon.
- Superbly presented.
- A Pokéfan's dream come true.
- More options than you could ever hope for.

−
- If you don't like turn-based fighting, this is your worst nightmare.

### If you like this...



**Pokémon Stadium**
Nintendo
**N64/41, 90%**
C'mon! As if you didn't know already.



**9 VISUALS** Great animation and explosive attack effects. *Pokémon* never looked so good.

**7 SOUNDS** Impressive, but the tunes and commentary still grate after an hour or two. Shame.

**8 MASTERY** Graphically splendid and bursting with options and info – this is certainly packed out.

**8 LIFESPAN** If you love Pokemon, this will last you until the next generation of Pokégames is revealed.

**VERDICT** Strictly for Pokémon fans only – but if that's you then this is an absolute joy to behold, and not to be missed.




**90%**





# gameplay™

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QUOTE REF: F64(6)

## GAME BOY COLOR

### Pokemon Gold

Product Code: GA1665



The first true sequel to Pokemon is finally here! 100 new Pokemon, full colour graphics and tons of new features are all included. This game includes 6 exclusive Pokemon.

SAVE £3.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £26.99

### Pokemon Silver

Product Code: GA1666



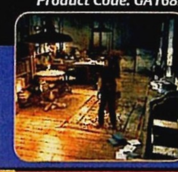
This game is exactly the same as Pokemon Gold, but with 6 exclusive Pokemon including Teddiursa and Gilgar. Trade with a friend that owns Gold and catch 'em all!

SAVE £3.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £26.99

### Alone in the Dark The New Nightmare

Product Code: GA1683



You will not believe how good the graphics are in this baby. Who needs the Game Boy Advance when this Resident Evil-esque adventure looks and plays this well?

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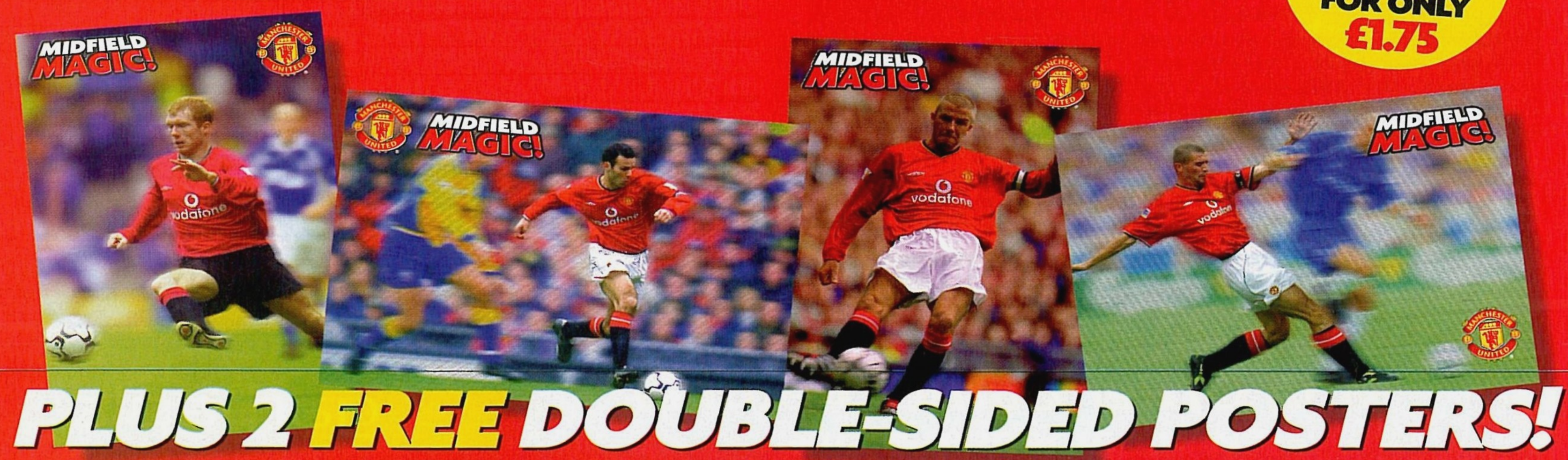
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Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

# TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

# Club 64



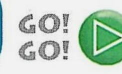

## This month's top guide: CONKER'S BAD FUR DAY

The second and final instalment of our tip-top guide to Rare's decidedly grown-up platforming gem. Finish it! **62**





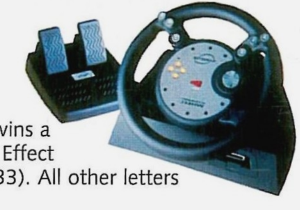

GO! GO!



# Club 64 MAILBOX

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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



**With a blinding flash, Mark summons his mystical energy to call forth the very best letters from our mailbag. See them fly!**




## 'first ever letter'

This is my first ever letter to a mag, you know. Anyway, to the point. In response to Nicholas Wigley's letter regarding the *Legend of Zelda: Ocarina of Time* mobile 'phone ringtone, I set to work recreating another beepy *Zelda* classic for the popular Nokia series of cellular telephones. It's a ringtone version of the haunting tune that seeps into your ears when you're inside the Temple of Time.
**Marios Kalogerou, Chesterfield**




2a1 1d1 2f1
2a1 1d1 2f1 4a1 4c2 4c2
4b1 2g1 2f1 2a1 2d1
4c1 4e1 2d1
Tempo: 200

*That's just great - our very first reader ringtone (as opposed to the one Nicholas mentioned from www.mobilemelodies.com in the last issue).*

*In fact, I can feel a competition coming on. Compose a ringtone version of a Ninty theme, send it to us at Mailbox address, and we'll award a prize for the best. Get beeping!* **Ed**

## Correction corner

**Our P45s are in the internal mail right now…**

In **N64**/51, in your *Banjo-Tooie* Special Investigation, you referred to Mumba, but called her Humba Wumba.
**Ciaran Friis, Sydney**

*All part of a stunningly clever plan. Of course, I can't give you any more details than that.* **Ed**

I'd like to point out some things wrong with your *Majora's Mask* How To… in **N64**/52. You said the Bomb Shop owner is a her – it's actually a man. The leader of the Indi-gos is Evan, not Lulu. What you called Akindo Nuts are actually Deku Scrubs. Sorry to go on.
**Luke Miles, Halifax**

*Ah, that'll be Mr Maddrell's fault. Dropped on his head as a baby, you know. Tragic.* **Ed**

In **N64**/53, on page 12, you said that the monsters in the 'Pokémon Micro Playset' were Psyduck and Nidoran. Actually, they're Psyduck and *Rhydon* – it's just pink because it's eaten the Pinkan Berries.
**Richard Eccleston, Stourport-on-Severn**

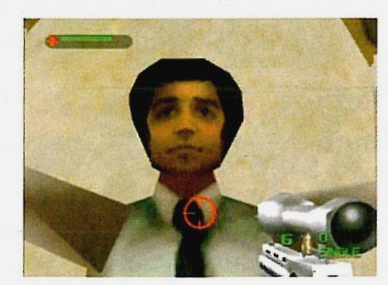
*Geraint's certainly the one turning pink now.* **Ed**

In **N64**/52, on page 92, you said that the SNES version of *Zelda* was *Link's Awakening*. Not so – that's the Game Boy version. The title you're looking for is *Link To The Past*.
**Henry Bailey, Pewsey**

*Ack. That's my shoddy research skills again. I wonder if it's possible to sack yourself…* **Ed**

I think any Kevin Smith fan would know that it's 'Snoogins', not 'Snoogans'.
**Anthony Hoyle, via email**

*Ah, but Martin isn't just any Kevin Smith fan…* **Ed**



## 'family jewels'

Picture this *TWINE* scenario: I'm on the first level, and have just regained control after the shoot-out cut-scene. Then I stumble into a room and there's a man who looks *just* like my Dad! Now I can't resist the temptation to shoot him in the head – or, even better, the 'family jewels'!
**Joe Hancock, Dudley**



*And now we can all enjoy popping a cap in your dad's groin. He must be thrilled.* **Ed**

## 'scrubbing a loo'

Oh my word. I've just seen something that made my eyes pop out. It's a Harpic Power Foam advert that looks like a bonus cut-scene from *Perfect Dark*. It's got a Joanna-alike scrubbing a loo, and even a spy-cam!
**Sam Hamer, Huntingdon**

*Well, even espionage agents have got to keep their pans clean. Spy-cam in the toilet, though, eh? Kinky.* **Ed**



## 'sharpen up'

I say! On page 20 of issue 53, there's a little picture of Sonic the Hedgehog drawn on a Game Boy Camera. What caught my eye was the sign that young Sonic was giving with his finger! You should tell him to mind his manners – if he expects to join Nintendo's cause, he had better sharpen up his act.
**Jamie Mackenzie, via email**

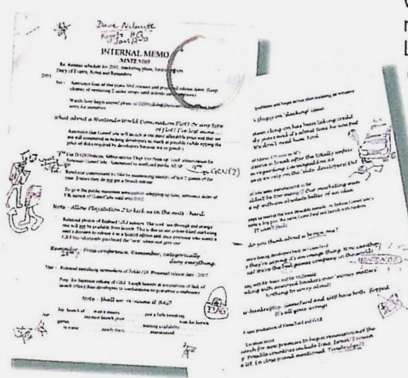



*No, no, no. It's his index finger. See? He's giving his patented wagging-the-finger signal. Kittsy's art 'skills' have a lot to answer for.* **Ed**

## 'another one'

I am writing to tell you about the amazing amount of windmills in N64 games at the moment. There's a windmill in *Zelda*, another in *Conker's Bad Fur Day*, and another one somewhere, but I can't quite remember where.
**R McDonald, Surrey**

*Yes, overwhelming evidence there for 'The Windmill Conspiracy'. Do write in if you spot another N64 windmill – they're everywhere, you know.* **Ed**



## 'so cynical'

Look what I was sent by an anonymous Ninty employee! (Sorry to be so cynical, but I just wanted to point out that Nintendo are always shooting themselves in the foot. It makes me mad!)
**Gavin Lane, West Sussex**

*Yep, it's all here – slipping release dates, odd colour choices, the UK treated appallingly. But there's hope – GBA launching in June over here signals the start of a bright new era…* **Ed**

## 'a question'

Did anyone see the Weakest Link on Thursday 1st March on BBC2? There was a question about Pokémon, namely: 'What are Jigglypuff and Lickitung?' The foolish contestant didn't know.
**Richard Freeman, Ripley**

*We all work far too late to catch the daytime editions of Anne Robinson's cult sneer-fest. Probably for the best – her wonky-mouthed half-wink gives us nightmares.* **Ed**

## 'proper writers'

I was messing around on my Dad's computer, and I started writing a magazine to show him all the effects you could get. Over a few weeks, I ended up with something I was quite proud of. Your thoughts would be appreciated, as you're all proper writers. Except Paul, who will always be a long-haired surfer.
**Tom Wallace, North Devon**

*Professional stuff, indeed – Geraint's clearing his desk to make way for you already. And Paul thinks your mag's "bodacious" – a word we last heard 15 years ago on Teenage Mutant Hero Turtles.* **Ed**

## 'human features'

In **N64**/54, Jamie Folwell claimed that *Zelda* was inspired by the Ridley Scott film, Legend. Well, I've discovered similarities between *Zelda* and zombie flick Evil Dead 2. There's a rift in time, a tree with human features, a Triforce-like symbol in a book, a Lens of Truth, a monster that transforms like Ganon, a haunted wasteland… the list goes on. Spooky, huh?
**Joseph Doherty, Isle of Man**

*And Zelda's awful 'Willst thou get the girl… or play like one?' tagline is almost trumped by Evil Dead 2's brilliant and bewildering: 'Kiss your nerves goodbye!'* **Ed**

## 'last year'

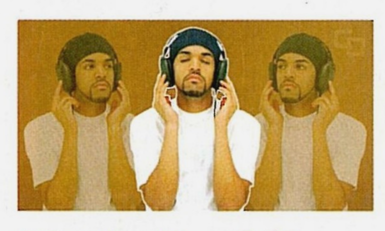
I thought I'd send you these. I made the Bellsprout last year for my sister because it's her favourite Pokémon (don't ask), and I made the Majora's Mask this year when I was bored. Hope you like them!
**Ellie Chambers, London**

*Nice work – your mask will be on the* **N64** *Board next month. Mind you, Bellsprout has a rather worrying stain on its lip. You haven't been kissing it, have you?* **Ed**

## 'the tune'

Am I the only one to notice that the tune in the Music Box House in *Zelda: Majora's Mask* is exactly the same as the tune that plays on the merry-go-round in Big Boo's Haunt in *Super Mario 64*?
**Jeremy Shaw, Worcester**

*And Shigsy thought he was going to get away with it, too. Lazy beggar.* **Ed**



## 'Craig David'

Anyone who's heard Rewind by Craig David and Artful Dodger will know it has a vast array of sound effects, from tyres squealing to glass breaking. There's one effect that sounds like a gun being fired – and, when I looked into this, I discovered it's *exactly* the same sound used when the PP7 (Silenced) is fired in *GoldenEye*.
**John Tucker, Vale of Glamorgan**

*If '7 Days' is representative of Craig David's usual week, it's hardly surprising he hasn't got the time to search out new sound samples.* **Ed**




**The best of your home-spun web creations.**

**RAREWARE LAIR**
**www.rarewarelair.homestead.com/main.html**
The consistently brilliant output of Twycross coders Rare has led to more than one fan site popping up on the 'information superhighway'. Rareware Lair is one of the Net's better offerings, with a tidy layout, page upon page of news, hints and tips, and some cute animated characters scampering at Benny Hill-style speeds across the screen. There's even 'Ask Banjo' – a letters page complete with barbed comments from the ever-grumpy Kazooie. Congrats due to the gruesomely-named 'Squitter', who put together the page.




**JAYENSEE**
**www.jayensee.co.uk**
Another website with a soothing blue background, Jayensee is organised into five 'planets', dealing with topics as diverse as Nintendo, *Zelda*, anime and Dragonball Z. The Nintendo section is particularly neat, with site creator Joshua Clarke – one of the contributors to Correction Corner's infuriatingly endless Dragonball Z debate – feverishly posting all-new screenshots as they appear. There's even a phone-in compo with some **N64**-rivalling prizes to be won.

**Created a website you're proud of? Send its address and your details to: Surf's Up, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.**



# BONUS LETTERS

Who is Wilfredo Grizzly?
**John Kendall, Bishop's Stortford**

*Not sure – but his parents obviously have a sense of humour.* **Ed**

Don't do an 'Ass 64' on me!
**Gabriel Knox-Carter, Wirral**

*Yet again, Alan's reputation precedes him.* **Ed**

Thank you for trying to read my handwriting.
**Luke Davies, Devon**

*Or at least we think that's what it said.* **Ed**

Princess Zelda could even whip Peach.
**Angela Higgins, Merseyside**

*The kind of game idea you won't be seeing in Dream On.* **Ed**

There's no point in sending this 'cos it's not worth publishing.
**Gabriel Harry, Hereford**

*How wrong you were.* **Ed**

I have discovered that Mark starred as McDonald's in that strange advert.
**Shaun Harris, Kent**

*What are you talking about?* **Ed**

She will scream a throaty protest!
**Lee Howes, Great Yarmouth**

*Take Craig David's advice, I reckon – take her for a drink on Tuesday first.* **Ed**

Get Andrea to make more tea!
**Richard Bagley, via email**

*But then all the cups would overflow…* **Ed**

The baseline at the beginning of SNES *F-Zero* is exactly the same as Five's Slam Dunk Da Funk!
**Jonathan Fogel, via email**

*And we hear Westlife are about to cover the theme from Super Metroid.* **Ed**

If Steve is so little, yet has such large ears, does that mean he revolves like a weather vane?
**Henry Lai, via email**

*Got it in one. Have you been watching him leave the office?* **Ed**




Every month we'll print details of the best N64-related bargains recently spotted by you – our legions of loyal readers. What's more, we'll even reward the best bargain hunter each issue with a prize! This time round, it's **Damon Shaw** from **Salford**, who gets a sparkly new N64 joypad!

## WOOLWORTHS
**Hydro Thunder** £14.99
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*Damon Shaw, Salford*

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**Pokémon Snap** £29.99
*Damon Shaw, Salford*

## BEATTIES
**Rocket: Robot On Wheels** £9.99
*Stephen Surnameless, Newcastle*

## GAMEPLAY
**Jet Force Gemini** £14.99
*Ray Gomes, via email*

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**Mario Tennis** £19.99
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**Body Harvest** £5
*Stephen Surnameless, Newcastle*

Spotted a bargain? Send the name of the shop, the town it's in, and if possible its phone number to:
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(Offers not guaranteed in stores nationwide.)



# So tell me this

**Can we expect to see *Metal Gear Solid 2* on the Gamecube?**
**Paul Byrne, via email**

*Good question, as Metal Gear isn't PlayStation exclusive. We've seen it on Game Boy Color, and it's already bound for Microsoft's XBox and – inevitably, we reckon – Game Boy Advance. Creator Hideo Kojima is a big fan of Nintendo's mauve box, so we reckon there's every chance of MGS2, or failing that, MGS3 on GC.*

**1. Will an American Game Boy Advance play English GBA, GBC and Game Boy games?**
**2. How much will a Game Boy Advance cost in the UK?**
**3. How much will GBA games cost, on average?**
**Will Bovill, Oxon**

*1. The signs point to a 'yes'. Our Japanese GBA has been happily running English and US copies of Game Boy Color games, so any country's Game Boy Advance should run any country's games.*
*2. Nintendo of Europe will supply the GBA to shops at a price of 120-130 Euros – that's as little as £80. Remember, though, that your local games emporium needs to turn a profit, so you should probably expect to pay a little more than that for a machine.*
*3. It's a bit up in the air at the moment, but somewhere around £30 would seem about right – although publishers are still subject to a hefty licensing fee, so they might pop a few pounds on top.*

**1. I'm ordering a Passport v3, so do you know of any good websites where I could order *Sin and Punishment* or *NFL Blitz 2001*?**
**2. Will there be any more baseball games coming out for the N64?**
**Josh Henderson, Wellington.**

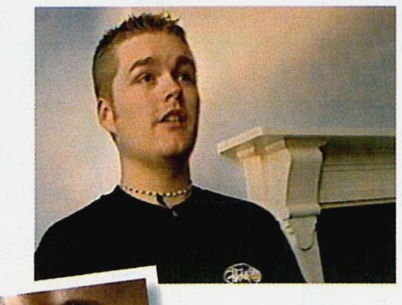
*1. We'd recommend going through CA Games (0141 334 3901) up in Scotland – they can track down most US and Japanese games for you. But if you insist on ordering through a website, try www.express.com, who ship games, DVDs and music all around the world.*
*2. Funny you should ask – turn to page 17 to see a preview of the N64's final baseball game, the big-headed Power Pro Baseball 7 from Konami. Only available in Japan so far, mind.*

**1. Why didn't *Conker's Bad Fur Day* receive a proper age rating from the British Board of Film Classification?**
**2. Why don't Nintendo release demo versions of their games for, say, a tenner a throw?**
**Matthew Riley, Liverpool**

*1. There's no legal requirement for any games to be submitted to the BBFC, so THQ chose not to with Bad Fur Day. Probably a good thing too – after Perfect Dark had a big red '18' stamped on it, they'd have probably had to invent a new*

## 'the banjo'

Was anyone watching Channel 4 at 11.35pm on the last Saturday in March? They had a programme on called Thumb Candy – it was a potted history of videogaming, and Shigsy put in an appearance. He played *Mario Bros* and talked about his creations – they even had a picture of him playing the banjo.
**Michael Tidwell, Cheltenham**

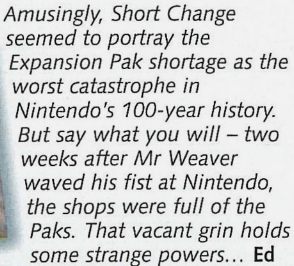


*Here are the pictures to prove it. 'Thumb Candy' was top-notch – it's just a shame that they tried to squeeze over 20 years of videogame history into 60 minutes. And talking of TV appearances...* **Ed**

## 'short spot'

Just to let you know that Tim Weaver had a short spot on BBC One's Short Change, in case he hasn't been shouting it to the world ever since. Is this part of his plan for world domination? You could start a competition: where will Tim show his face next?
**Sumedh Shastri, via email**





△ **Iain Lee managed to beat Shigsy at his own game.**

*Amusingly, Short Change seemed to portray the Expansion Pak shortage as the worst catastrophe in Nintendo's 100-year history. But say what you will – two weeks after Mr Weaver waved his fist at Nintendo, the shops were full of the Paks. That vacant grin holds some strange powers...* **Ed**

*rating for Conker's.*
*2. Simply because the whopping cost of creating an N64 cartridge prohibits it. Having said that, Turok 2 demo carts were doing the rounds just before the game's release, but as Acclaim haven't done the same since, you can assume it wasn't a particularly profitable enterprise.*

When is the next *Pokémon* game due out?
**Jake Spencer, London**

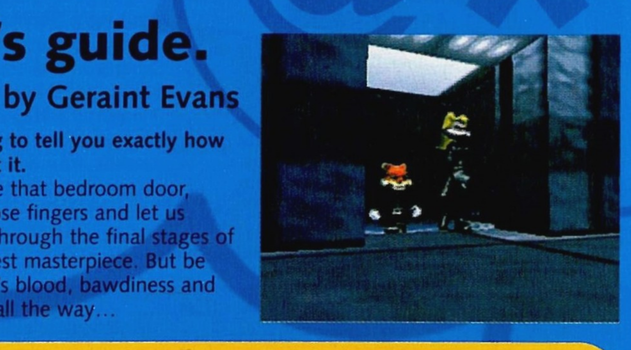
*Only Nintendo know the answer to that common question. A Game Boy Advance version of Pokémon was announced last month, along with a new trainer and a handful of never-before-seen monsters, but – as you'd expect – there was no release date given. We reckon there'll be some big news on Pokémon at May's big E3 games expo – although we'll have to wait to see exactly how Nintendo combine Pokémon with the exciting GBA/Gamecube link-up capabilities. Expect all the news in the very next issue.*

Got a Ninty-related query? Send it to us at:
So tell me this...,
**N64** Magazine,
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Bath, BA1 2BW.

# HOW TO... cure your hangover and claim the throne in CONKER'S BAD FUR DAY

## Part two of our complete player's guide.

by Geraint Evans



## WHAT WE SAID

We reviewed *Conker's Bad Fur Day* in issue 53 and this is what we concluded:

"A bold attempt at doing something different which mostly works – but too many faults stop it hitting the magical 90% mark."

N64 STAR GAME

89%

**Now where were we? Oh yes – we'd already peppered the nose of the dragon, sacrificed its child, picked a fight outside a shady nightclub and urinated on the clientele... so what now? More sickness and depravity, maybe? Well, you'd be right – and we're going to tell you exactly how to go about it.**

So close that bedroom door, exercise those fingers and let us guide you through the final stages of Rare's newest masterpiece. But be warned – it's blood, bawdiness and bad words all the way...

## UGA BUGA – PART TWO

The Boss is on your tail and he's got a little job for you... let's go to work.

### 1 BOMB RUN

With Berri free from her cage, its time to do a runner. Unfortunately, the big fella on the door spots the stolen cash and sends you to his boss – who, in turn, sends you deep into the heart of caveman territory with a big bomb. You have around 90 seconds to chuck the bomb into the chamber where you hatched the baby dino. So...

At the start of the run, head straight through the tunnel and into the dragon's lair, then left down the ramp and up the dragon's tongue, avoiding the big swinging globs of mucus as you go. Take the left-hand route inside, as you'll be unable to jump. Finally, run to the edge and you'll automatically throw the bomb – triggering the rising lava. Jump from platform to platform without stopping to get to the exit.



△ *Ensure you don't wake up the Stonies sleeping outside.*



*Once inside, take the left-hand route to reach the area you need to bomb.* ▷

## UGA BUGA – PART THREE

Time to chow down and stomp some ass...

*Super-sharp reflexes and a keen eye are vital.*

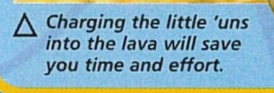
**2 MUGGED**
There's little to say about this section other than race as fast as you can. You can use A to jump – which will prove very useful when attempting to get past the highly irritating dino.

You'll need to whack three cavemen in order to get your cash back. The first two will follow the same course – but on the third lap, a gate will close just past the second dino crossing, so veer right to chase Cavey. By the time you reach the final straight, the gate above the long ramp will be open. Jump at the ramp's peak to claim the final bundle of cash.



**3 RAPTOR FOOD**
This can be a little frustrating. After the Raptor munches the cavemen, leg it to the B-pad in the arena – double-jump to avoid the big lizard if it gives chase. Turn to face the approaching dino, then, when he's about two steps away, press B to hypnotise him, then jump on his back.

You'll now be faced with oncoming bands of armed cavemen. The best way to tackle this is to split the pack, then single out any stragglers. It's always best to attack and retreat then attack again, but if you spot a few of them together near the edge, one lunge will send them plunging into the lava. The same applies to the spear-armed Uga Bugas – split the pack, then pick off the weak ones.



*Charging the little 'uns into the lava will save you time and effort.*



### BUGA THE KNUT

BOSS!

First off, calmly stand and face the big brute from a distance. Wait, then jump his shockwaves as he approaches. When Buga's near enough, he'll try to club you. As he raises his bone, lunge forward and bite his 'family jewels'. Ouch. Once his loin cloth is down around his ankles, nip round the back and chomp at his bare cheeks. Repeat three times and Buga will crash through the wall. Make a bee-line for the platform next to the hole to escape, making sure you get the cash on the way.

*Don't be impatient. Just stand there and wait for him to come to you. Jump his shockwaves and you'll be in prime position when he raises his bone.*

## WINDY – PART THREE

Safe, back in familiar territory, but the natives are restless...

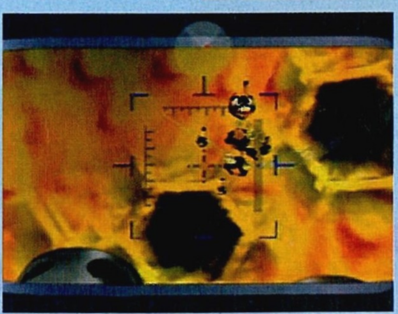
**1 WASPS' REVENGE**
It's just one problem after another in this place. This time those wasps are up to mischief by doing a runner with Mrs Bee's hive – again. Follow the cheeky blighters into the heart of their den, then jump into the central hive.

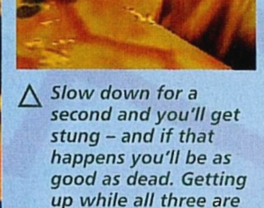
Now gun down wave after wave of incoming wasps – if they get too close you'll get stung. Use small bursts of fire, because if you run out of ammo it takes ages to reload. Be *very* light on the analogue, too, as it's rather sensitive.

Once the swarm begins to subside you'll have to hop out of the hive, pick it up like before and high-tail it back to Mrs Bee. This is easy enough, but make sure you don't try to take a sneaky shortcut over the yellow-topped grass – it'll slow you down and make you vulnerable to a stinging.



*Try not to shift your sights too wildly. Keep it steady and make minor adjustments from the central area of activity.*





*Slow down for a second and you'll get stung – and if that happens you'll be as good as dead. Getting up while all three are stabbing you is tricky.*

**2 MR BARREL**
Thanks to Mrs Bee's generous wad, you can now afford to pay Mr Barrel up by the windmill. Work your way up the hill, double-jumping the worms to reach him, then take a ride back down, squashing the worms as you go. At the bottom, Mr Barrel will smash through the river gate, granting you access to your ancestor's home...

GO! GO!

## SPOOKY

You'd better believe it. This place might be freaky, but it has some of the most playable levels in the game.



With no going back, it's time to meet grandpa for a quick drink...



You'll need this lever to open the main doors to the graveyard. It's at the top of the waterfall through the small mineshaft.



### 1 MR DEATH

In the tunnels, swim past Death and along until you reach a shaft – head inside, then jump to activate the lever and open the gates to the graveyard. Chat to Death and he'll hand you a rather useful shotgun.

Once in the graveyard, you'll need to take out twelve zombies before the castle gates will open. Either take high ground – inaccessible to the zombies – or put away your gun, run through the level to awaken the undead, then return to the start and pick them off one by one.

Finally, there's a winding path to negotiate. Tiptoe until a skeletal worm appears, then crouch-jump and hover to safety.

### 2 COUNT BATULA

Your task: feed villagers to your vampire grandfather so that he topples into the mangler by his own weight. Fly around the castle and drop guano onto the villagers' heads with B, then pick them up and drop them over the bloody, spiky rollers. Seven villagers will do the job.

### 3 ZOMBIES

From the locked door in the hallway, take the left-hand corridor, using headshots on all the zombies in the vicinity. Once in the library, look right and climb the ramp onto the upper level. From here, you can double-jump onto the bookcases to reach the B-Pad. Tap B and you'll bring out a crossbow – use it to kill the four bats in each corner.

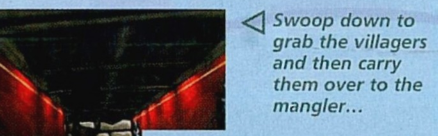
Hop back onto the ledge above the library and run onto the balcony overlooking the dining room. Two more zombies to kill, then another B-Pad on wooden beams, and more bats. Once they're done for, follow the beams to the key, grab it, than retrace your steps back to the mansion's main door.

Using the key in the door will lower a bridge to the garden outside. To get there, take the right-hand door from the hallway and follow the corridors and bridge to the centre of the garden maze. With the second key in hand, head back to the main door.

One key left. Climb the new ladder in the grinding room first. Jump right to pull the lever – this opens your escape route – before reusing the ladder to reach the left-hand platform. Jump onto the base of the tap, then crouch-jump to nab the key. Follow the beams around to the exit, which leads back to the main hallway.

### 4 MR BARREL 2

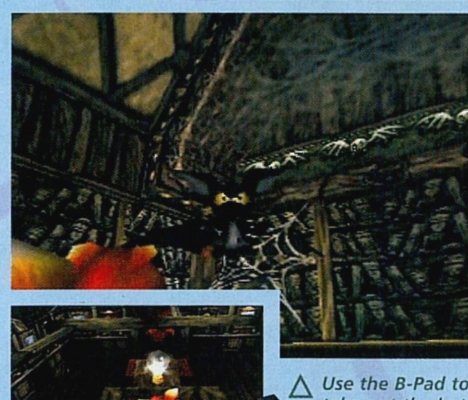
Very much the same as the last run down by the windmill, except it's much faster and the course is trickier. Do yourself a favour by not accelerating *too* fast – you'll simply fall off the edge. Instead, use Bottom-C to get the camera behind you, and steadily make your way down, crushing worms as you go. At the bottom, roll off the jetty, over to the island with water flowing down from it, and through the hole back to Birdy's home. Run back to Windy, and through the barbed wire door – it's on the way to the bee's hive.



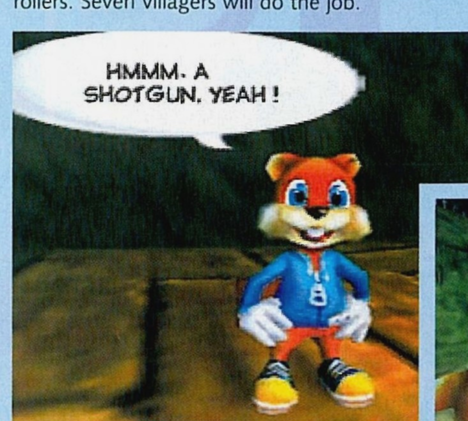
Swoop down to grab the villagers and then carry them over to the mangler...




The more Count Batula drinks, the heavier he gets. Seven villagers should see him off.



Use the B-Pad to take out the bats in each corner.

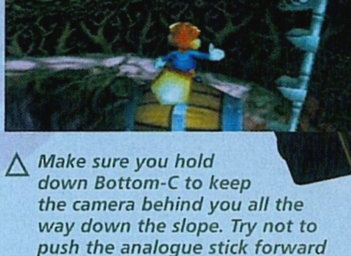





...and it's laser-sighted too. Just what you need for those all-important zombie-killing headshots. Nice.



Back off from any approaching zombie hordes – they're nasty in groups.



Make sure you hold down Bottom-C to keep the camera behind you all the way down the slope. Try not to push the analogue stick forward too much as you'll speed out of control – and that ain't fun.

## WAR

It's a dirty job, but someone has to do it. Wage war on the evil Tediz and knock the stuffing outta them.





Push this crate to stop the TNT-carrying weirdo from falling into the water below the ramp.

Get behind the lazy oik and push him under the wings of the crashed plane.

Easy does it. One false move and you'll be blown to smithereens.



**1 POWER'S OFF**
The moment you enter the naval base, run straight forward and push the metal crate you see so that it lines up with the bottom of the ramp on the left. Next, leap into the water, and lead the electric eels through the little arches on the sea floor. A B-Pad will now rise up from the middle platform.

**2 TNT**
Head up the ramp near the level's entrance and you'll find a toilet door, and a creature inside carrying a barrel of TNT. Push him down the ramp and – if you positioned that crate correctly – he'll stop at the bottom. Now you have to gently push Mr TNT around the clockwise path, sticking close to the outer wall to avoid the leaping crates, and pushing him quickly under the pounding blocks before they crash to earth. Once he sits down to rest, head for the B-Pad and shoot him up with your catapult.

Now head back to the bogs and fetch another Mr TNT. This time, push him along the anti-clockwise path – a path littered with mines. There is a pattern: the first two appear on the water side; the second pair are near the outer wall; the next two require you to push the TNT twixt them at an angle; and the last three require a zig-zag pattern between the path's edge and the outer wall.

Finally, head back to the B-Pad, detonate the TNT and head for the empty boat.

**3 THE ASSAULT**
Once on the beach, simply run up to the left, then round to the right, stopping at the tank traps to protect yourself. When the guns pause, move on to the next trap and wait for the Tediz to reload, before running on. After the cut-scene, use your new guns to shoot the lock off the door.



No matter which lever you pull, you'll still fry the little blighter.

**4 THE SURVIVOR**
Your first taste of bayonet-wielding Tediz. Hold R and move using the C-buttons – this way you can score headshots more easily.

In the crate room, see off the uppermost Tedi first, then clean up his ground-based cohorts before crawling under the first set of lasers. Now, keeping your crosshair active, move *very* slowly through the level, making the Tediz emerge while keeping plenty of distance to blast them before you get spiked.

For the trickier lasers – where you need to leap through – it's best to crouch-jump, hover until Conker descends to the right altitude, then carefully ease the analogue forward to guide him through the gap between the red beams.

After entering the lift, you'll face flame-throwers and Tediz in abundance. Approach the fiery guys with caution and move on when their flame burst has stopped – and always use the laser sight. The more headshots the better here, as the Tediz attack in packs of up to six.

**5 CASUALTY DEPARTMENT**
Choose a corner to cover your back, then use your sight to pick off the demonic surgeons. Once that's done, run forward and pull the second lever to exit.

Now you're staring down the wrong end of a gun turret – quickly hide behind the crates, then run forward when the Tedi reloads. When you're behind the last set of boxes, wait for the reload again, then *quickly* climb the rope behind him and duck for cover behind the pipe. Make your way along the ledge to the B-Pad – now you can blow the fella out of his chair.

Speedily gather some chocolate, then jump onto the gun turret, ready to blast away at wave after wave of Tediz approaching from the two corridors. They never attack from both sides simultaneously, and their numbers steadily diminish with each wave – just remember to reload after clearing each side and you'll be fine.



Head for the rope to reach the B-Pad and the handy rocket launcher – that'll wipe the smile off his face.

GO! GO!

# WAR

From here on in, you're going to need a little more than a couple of Uzis and a cigar...



The first-person-sight mode is essential if you want to make it through this scenario in one piece.



Watch out for the shadows of incoming bombs on the floor to evade them successfully.





Get to the rubber dinghy and blow off the four locks on the giant door.

Blow open this door to gain access to the radioactive corridor.

## 6 SAVING PRIVATE RODENT

Fairly easy, this. From your hiding place, angle your sights at the Tediz' head-height and fire, strafing left to mow them down. You've saved Private Rodent – now you can use him as a shield to negotiate the path. Duck behind him when one of the spidery mines crawls towards you, and look out for the shadows of incoming bombs on the ground.

At the giant door, dive into the water and use the B-Pad on the raft to shoot the locks off. Finally, turn your sights to the parachuting Tediz to clear the way to the open door.

## 7 CHEMICAL WARFARE

Head straight for the tank and blow open the door directly opposite before heading in. On reaching the radioactive pools, jump forward then hover back in one motion – this'll trigger the advance of the spider mines, while leaving you safe on the other side. Repeat this three times, then pull the lever at the end of the corridor. Now leg it!

## 8 THE TOWER

The objective here: take out the big gun tower in the middle of the area. Here's how.

First, drive the tank to the edge of the first raised bridge. Quickly leap out, then bounce up and around to activate the B-Pad on the tip-top of the bridge. Back in the tank, shoot out the central tower's visible leg and give the Tediz nearby something to chew on. Now drive forward and repeat the whole process for the next three bridges – you can use the raised bridge for cover from gunfire, remember. Ensure you neutralise local Tediz before exiting the tank each time – this is especially important when taking out the final tower leg, as the three bears on the far side can be a right pain.

Once the gun turret's out of action, proceed into the entrance below the tower.



Focus your attention on clearing the skies of any incoming missiles first, or you'll be sorry...

## 9 LITTLE GIRL

There's a little girl here, and you'll need to save her by heading over to the jetties that extend out to the sea. Activate the B-Pad there to nab a rocket launcher, then use it to deal with all the nearby submarines. This can be tricky, unless you remember to take out the incoming missiles first, *then* turn your attention to the subs. If you do run low on health, the chocolate under the arches behind the jetties respawns forever.

# THE EXPERIMENT

BOSS!

Sinister stuff, this. Concentrate your efforts on taking out the boss's guns, then shoot the girl out of his hand while he's unarmed. He'll bend over to pick her up – your cue to shoot the hole in his back. Use the tank's handy ability to shoot in one direction while driving around to avoid being blasted. Three hits to the boss' back later, and you'll be done.

When the bear bends over to pick up the girl, don't dally: load his spine with artillery.

Take out both weapons to make him stop protecting the evil little girl. One well aimed strike will knock her out of his grasp.

She's the brains and he's the brawn – either way, they both have to be despatched. Thankfully, Rodent lends you his tank. Ta very much.


*A real nightmare this, but with practice you'll soon be free.*

## 10 COUNTDOWN

It's back to the laser-filled corridor, then. Sigh.

Stick to the left-hand wall and hover through the first network of lasers, then crawl past the next few. Line up with the vertical gap ahead and crouch-jump, hover and descend to glide through. Now climb the crate and repeat the jump-hover-glide process. *Immediately*, take out your shooters and use your sight to headshot the armed Tediz who emerge on the left. Be quick or be dead, indeed.

For the next laser grid, holster your gun and crawl along the edge of the crate to your left, between the horizontal beams. There's one more Tedi to blow the stuffing out of, before jumping onto the next crate, crawling under the first beam and jumping over the second. Finally, shuffle your way under the last set of red lines.



*Don't* run for the door – it's booby-trapped. Instead, use the sight and strafe to headshot the Tediz here – uppermost bear first. *Now* make your exit.

## 11 BEACH ESCAPE

Utmost concentration is required here. There's a pattern to the way the Tediz emerge – make a mental note of it on your first few runs. The best tactic is to hide behind a tank trap, strafe out and shoot, re-holstering your rocket launcher quickly to regain Conker's full running and jumping speed. Avoid confrontations if you can. With sharp reflexes and a smidgen of luck you'll make it in no time.

# HEIST

**Slip into your sexiest leathers and go spank those weasels.**

### ENTER THE VERTEX

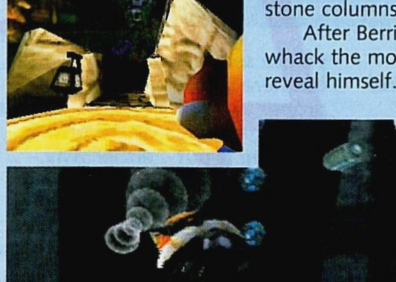
With the war over, head for the centre of the demolished windmill – you'll emerge on the other side of the impassable bridge near Poo Mountain. Let the Matrix rip-off commence! However, bear in mind that while Conker may look cool, he can't hover or put his guns away to jump anymore.

In the bank, use Berri to draw fire, then stand at the opposite side of the room and repeatedly jump across it with B, firing at guards as you go. Reload between each jump, but don't take too long – the stone columns will gradually be blown apart by enemy gunfire.

After Berri deactivates all the laser traps, run to the vault and whack the money with your pan. After a bit, the Panther King will reveal himself...




*Jump with the B-Pad-activated slo-mo for accuracy.*





*Some of the cut-scenes are fantastic, perfectly lampooning The Matrix.*

*With the security guards out of the way, it's time to grab the cash.*

## ALIEN PANTHER KING

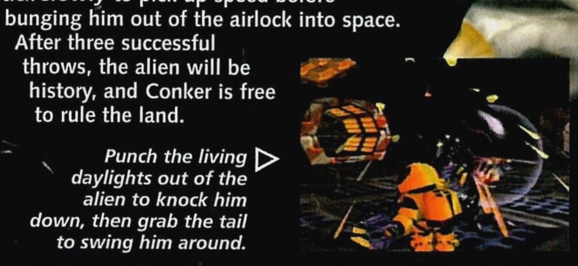
**BOSS!**

Strangely enough, this boss isn't particularly hard. First of all, pull the lever to suck everyone else out of the room – Conker will then hop in the Aliens-style walker.

The alien has two attacks. There's a tail sweep, which is preceded by a high pitched shriek, and a vicious head-butt that follows a lower-pitched sound. Get used to these noises, as they'll allow you to predict his attacks and counter them accordingly. If he swings with his tail, tap the jump button, then tap B to punch him repeatedly. If he's about to bite you, hold Z to block, then smack him when he pulls away.

Once he's on the ground, grab him by the tail (*Mario 64*, anyone?), and rotate the analogue stick *slowly* to pick up speed before bunging him out of the airlock into space.

After three successful throws, the alien will be history, and Conker is free to rule the land.





*Punch the living daylights out of the alien to knock him down, then grab the tail to swing him around.*

Help and hints for the top ten and more, plus a fiver off a cart!

# TIPS EXTRA

## Tips for the Top 10 N64 games with GAME

www.game.uk.com



### 1 Conker's Bad Fur Day

**EXTRA DEATHMATCH CHARACTERS**
Enter the following cheat codes to bolster your choice of characters in the excellent multiplayer mode.

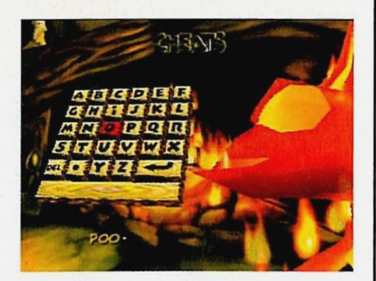
**Caveman** EATBOX

**Conker** WELLYTOP

**Neo Conker** EASTEREGGSRUS

**Gregg the Grim Reaper** BILLYMILLROUNDABOUT

**FIFTY LIVES**
Enter DRACULASTEABAGS on the codes screen for a whole load of extra lives. No excuse for not finishing the game now.




**GENERAL NAUGHTINESS**
Go on, admit it. You've tried putting rude words into games' cheat menus before, haven't you? Nothing happened, of course. But try it in Conker's and you may well be 'rewarded' for your despicable depravity with some cheeky comments. Those crazy Rare boys, eh?

### 2 Banjo-Tooie

**READ MYSTERIOUS SIGNS**
Confused by the unreadable signs in Jiggywiggy's Temple? There's a hidden room that might shed some light on the subject: simply walk through the mural behind Jiggywiggy to find it. Still confused? Go to Grunty's fortune-teller tent. At random (it'll probably take several goes) she'll give you the 'Getjiggy' cheat, which allows you to read the signs. These signs tell you how to find all the Jiggies...




**CHARACTER PARADE**
There's a code in this month's free tips book which enables you to see the character parade, but here's how to get it the proper way: collect all 90 Jiggies in the game. It's well worth checking it out – either way – since you get to see every character in the game strutting their stuff. Neat.

### 3 The World is Not Enough




**Good** Bond, Christmas Jones, Valentin, Moneypenny, Robinson, M, Robert King.

**Evil** Davidov, Lachaise, Gabor, Bullion, Cigar Girl, Elektra King, Renard.

**Team Player** Bond, Gabor, Davidov, Robinson, M.

**CHARACTER TYPES**
Each character in TWINE has two attributes which come into effect when they're used as a bot in multiplayer games. Here's a breakdown on the various skins' behaviour.

**Assassin** Renard, Elektra King, Cigar Girl.

**Collector** Christmas Jones, Bullion, Lachaise, Moneypenny.

**Normal** Robert King, Valentin.

### 4 Zelda: Majora's Mask

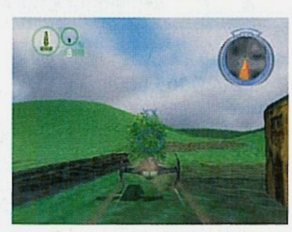
**COMPLETE SAKON'S HIDEOUT**
This one can be difficult, if only because you only get one chance every three days. With Kafei, the idea is simply to position yourself or the movable blocks on the blue switches. Link should just wade in there and dice up the Wolfos and Deku Baba he comes across. When playing as Kafei, don't tread on any switches that aren't blue in the second room.




Later, in the third room where you have to move the blocks, push the north block west, then the middle one north in order to reach the blue switch.

## 5 Star Wars: Battle for Naboo

### PLATINUM MEDALS



*Want to know a little secret? There are medals beyond Gold. Well, Platinum to be exact. You'll have to acquire Golds on all the missions to even have a crack at Platinum, which is no mean feat in itself. And Naboo doesn't even show you what you need to get in order to earn the Platinums! Should you manage this incredible feat, you'll be rewarded with access to the beefy AAT, whose secondary weapon is the projectile bomb, and the Swamp Speeder, a fast ship that looks a bit like a Flash Speeder.*

## 6 Scooby Doo Classic Creep Capers

### SNOW JOKE

*Confused by what to do next after donning the snowman's disguise and fooling the yeti? The idea is to head further along the icy path, then keep running right when you see the slalom entrance in the distance. A newly-opened cave entrance will grant you access to a dog-filled lair – be sure to have some juicy meat with you...*

### TIKI RUN

*You'll probably die a few times at the hands of the Tiki Man on the beach – until you twig you should be running left to escape. Chink left and right to dodge the sunbathers and you'll eventually reach Fred and the gang.*

## 7 Pokémon Stadium



### ONE-WAY EXCHANGE

*Want to give away 'mon without getting one in return? Simply place the desired critter in a box all on its own, then transfer that box to the '64 Box' on the N64 cart. Switch off the N64 and plug in the GB cart on which you wish to store the monster, and you'll be able to drag it over without hassle.*




## 8 Mario Tennis

### PIRANHA COURT






*The reward for completing the Piranha challenge with a perfect 50/50 score is, unsurprisingly, the Piranha court. It has fifty tennis balls laid out like the finishing screen where the game displays your score at the end of the round. In the foreground of the court is a Piranha plant. The ball speed on this court is normal, as is the bounce. However, you can't use it for actual tennis-playing...*

## 9 Pokémon Puzzle League




### DEFEAT SPA SERVICE

*Here's something handy we've noticed about the tricky Spa Service round. Jigglypuff will slow the upwards progress of your blocks every time you manage to get a combo. However, the thing to remember is that this works with any combo – no matter what the size – so it might be better to forget about setting up the bigger combos and instead focus on racking up loads of smaller ones to stave off your inevitable demise...*

## 10 Turok: Rage Wars

### UNLOCK BOSSES

*You can be certain boss characters in the multiplayer by completing some of the trickier trials.*



### Play as Bastille

*Complete the Raptor, Mantid Drone and Guardian trials.*

### Play as Syra

*Finish the Campaigner, Lord of the Dead and Juggernaut trials.*

### Play as Symbiont

*Complete the Fireborn, Mantid Mites and Oblivion Spawn trials.*

### Play as Tal'Set

*Fight your way through the Mantid Soldier's trial to unlock the form of the original Turok.*

# Tip for the top

**Fresh cheats for future chartbusters**



### EXCITEBIKE 64

*To access the cheat code menu, hold L, Right-C and Bottom-C in order, then press A. Now try out the following codes...*

**Debug mode**
IMGOINGNOW
**Invincibility**
MOWER
**Big heads**
BLAHBLAH
**Small heads**
PINHEAD
**Stunt bonus**
SHOWOFF
**Mirror mode**
YADAYADA
**Unlock all tricks and stunts**
TRICKSTER
**'Beat This!' mode**
PATWELLS
**Invisible riders**
INVISRIDER
**Developer photo**
UGLYMUGS









# ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes, including your own ones!

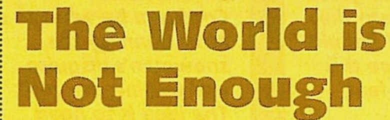
## A Bug's Life

| | |
|---|---|
| **INFINITE LIVES** | 801E2460 0005 |
| **INFINITE HEALTH** | 801E2455 0004 |
| **50 CORN PIECES** | 801E2461 0032 |
| **SPELL 'FLIK'** | 801E2462 000F |
| **HOLD R TO FLY** | D008FCE1 0010<br>801E23C6 1000<br>D008FCE1 0010<br>801E23D6 1000 |

## WWF No Mercy

| | |
|---|---|
| **MUST BE ON** | F103E360 2400 |
| **UNLOCK ALL CHARACTERS** | 50000B02 0000<br>810BEE40 FFFF |
| **INFINITE CASH** | 8109940A FFFF<br>8114FAD6 FFFF |
| **MAXIMUM CREATION STATS** | 50000A01 0000<br>8014FA3C 0005 |

*Simon Garner, Wolverhampton*



## The World is Not Enough

| | |
|---|---|
| **MUST BE ON** | F10A97E0 2400<br>F10A6DA4 1000 |
| **OPEN ALL SOLO LEVELS** | 81103B66 0021 |
| **TIME TO ZERO** | 81103B82 0000 |
| **OPEN ALL COMBAT ARENAS** | 801147EB 0001<br>811147EC 0101<br>801147EE 0001 |
| **OPEN ALL COMBAT SCENARIOS** | 801147EF 0001<br>811147F0 0101 |
| **UNLOCK ALL COMBAT WEAPONS** | 811147F2 0101<br>801147F4 0001 |

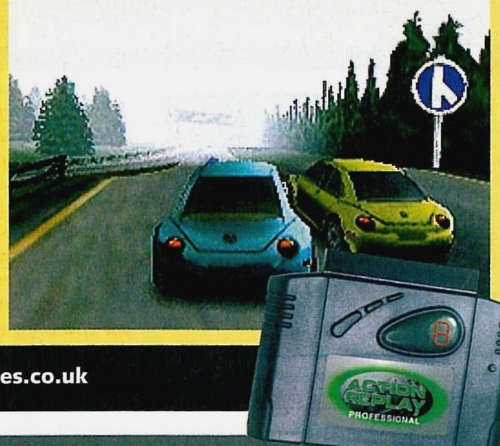
## Beetle Adventure Racing

| | |
|---|---|
| **ALL CARS** | 8002CFF7 000B |
| **ALL TRACKS** | 8002CFF3 0006 |
| **LOW TIMER** | 81025DD4 3F40 |
| **ALL DIFFICULTIES** | 8002CFFB 0003 |
| **UNLOCK MULTIPLAYER MAPS** | |
| Airport | 8002D000 0001 |
| Parkade | 8002D001 0001 |
| Castle | 8002D002 0001 |
| Stadium | 8002D003 0001 |
| Ice Flows | 8002D004 0001 |
| Volcano | 8002D005 0001 |
| Dunes | 8002D006 0001 |
| Roof Tops | 8002D007 0001 |
| Woods | 8002D008 0001 |
| **CHEAT MENU** | |
| No. of ladybirds | 8002D009 0001 |
| Colour change | 8002D00A 0001 |
| Health | 8002D00B 0001 |
| Power-ups | 8002D00C 0001 |
| Time limit | 8002D00D 0001 |
| Radar | 8002D00E 0001 |
| Damage | 8002D00F 0001 |
| ? Mode | 8002D010 0001 |
| Time bonus boxes | 8002D011 0001 |
| Breakables | 8002D012 0001 |
| Environment | 8002D013 0001 |
| Cars | 8002D014 0001 |
| Two-player handicap | 8002D015 0001 |
| Colour change | 8002D016 0001 |
| Field of view | 8002D017 0001 |
| Horn | 8002D018 0001 |
| Track music | 8002D019 0001 |
| Handbrake power | 8002D01A 0001 |



*Ross Barnes, Ely*

Got some Action Replay codes? Share them with us and you'll get an **N64** pin badge as a reward!




For information about Action Replay cartridges, call **Datel** on **01785 810826** or visit **www.codejunkies.co.uk**

# YOUR ACTION REPLAY CODES

cut out and send




CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

## Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..........

Address..........

..........

..........

..........

..........

Postcode..........

# READERS' TOP 15 TIPS

Remember, the best one wins an Action Replay cart from Datel (01785 810826) and an exclusive **N64** badge!




## Tip of the month

**1 WWF No Mercy**
Fancy getting round the glitch that destroys your data? Clone the wrestler you're using for the Championships onto a memory card every time you play – even if the cart is wiped, he'll survive. Remember to do the same with any secret characters you've unlocked.
*Andrew French, Biggleswade*



**2 WWF No Mercy**
*As a guest referee, hop onto the announcer's table and hold Left-C plus any direction on the analogue stick. Your character will vibrate, then slowly hover off the table into mid-air. The Floating Referee can go wherever he likes!*
*Charles Hill, Leeds*

**3 TWINE**
*On Underground Uprising, finish defusing the bomb at exactly 0:07. You'll hear a special message from R as well as receiving full health and body armour. Woohoo!*
*Adrian Neil Shaw, Manchester*



**4 Perfect Dark**
*Run forwards or backwards while using a targeted rocket from the rocket launcher. Go forwards and the blazing cylinder will go faster; backwards and it'll slow down. Use a Hoverbike and you can even make it reverse!*
*Duncan White, Peterborough*

**5 Quake II**
*In multiplayer, meet up and look at each other. Next, press A, B and Z together. Your character will scratch himself. Naughty boy!*
*Raj Lee Haithcock*



**6 Perfect Dark**
*On Area 51: Rescue, lure a guard to the large brown door where the biotechnicians are. Disarm him and, hopefully, he will open the door – you can then access all the areas from the other Area 51 levels.*
*Matthew Little, Fareham*

**7 Fighters Destiny**
*In the Master's challenge, load up from a Controller Pak with a few moves on it. Beat the Master. Next, select 'save and quit', but insert a new, blank Controller Pak. Go into training and you'll find you have a double dose of moves.*
*Chris Hill, Bootle*



**8 Rocket: Robot on Wheels**
*Activate the heavy Rocket cheat and roll over to the Arabian Flights level. Sit on the carpet and you'll sink into it, and eventually disappear. Lawks!*
*Christopher Gilman, Leigh*

**9 Perfect Dark**
*Use any weapon on the firing range, then head up to the device lab and pick up the ECM mine. Hold A and select the device, then tap A to switch to the weapon you used earlier!*
*Alan Hynes, Ireland*





**10 ISS 64**
*If your keeper gets a free kick, boot the ball into your own goal and the opposing team will receive a corner! Strange...*
*Joe Bayley, Surrey*

**11 Perfect Dark**
*On Air Force One, ignore the two blonde blokes and chase Trent. He won't disappear from the level, and will instead try to blow your head off.*
*Tom Granville, Bridgwater*

**12 Tony Hawk's Skateboarding**
*Head up a ramp, getting ready to do a handplant, but hold down jump. When you're halfway through the plant, let go of the jump button and your skater will go straight into a grind.*
*Joe Sanders, Bodmin*

**13 Mario Party 2**
*On the Driver's Ed minigame, press Z before Lakitu starts the countdown. Your little vehicle will change into a jeep!*
*Curtis Free, Telford*

**14 TWINE**
*During the Midnight Departure level, kill Davidov and steal his mobile phone. Press Start and select 'Gadgets' to find a text message from no less than Renard himself...*
*Paul Kacarevic, Coventry*

**15 Pokémon Stadium**
*To beat Mewtwo, feed Snorlax carbos, calcium and so on until he can take no more. Raise him up to level 70 until he learns Hyper Beam. With that move, Mewtwo will be toast in every bout.*
*Matthew Bull, Lincolnshire*



## YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'Tip of the month' slot you'll get something extra special.

cut out and send

Name........................................

Address........................................

........................................

........................................

........................................

........................................

Postcode........................................

### Here's my top tip

It's for [game name]:

And I've found that if you:




Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

## Eight challenges to test the best.

# GAME ON

A month with no *PD* challenges!? Could Rare's finest finally be falling out of favour? Or has Game On simply exhausted the possibilities for laugh-packed *Perfect Dark* tasks?

Whatever the reason, we've still got plenty of great challenges, including ones for old favourites like *Mario 64* and *Lylat Wars*, plus a couple for *Majora's Mask*. So get going – and when you're done, why not try to top your fellow readers' finest? The best will earn its creator a shiny Action Replay cheat cart!

### TWINE — *Civilian Slaughter*






TOP CHALLENGE

Heh heh. It may be decidedly cruel, yet we can't help but like this rather inventive challenge from **Phillip Campbell** in **Edinburgh**. Put your best Dark Mark hood on for a while and start a game on the first level, Courier, on Agent difficulty. Straight away, walk up to the alarm and activate it – as you'd expect, guards will appear and try to 'pop a cap' into you. The object from then on is to make the guards shoot all the innocent bystanders, using as little of their ammunition as possible – this can be done by positioning yourself so that there's a civilian between you and the attacking guard.







| BULLETS USED | Gold | Silver | Bronze |
|---|---|---|---|
| | 5 | 8 | 10 |

### ZELDA: MAJORA'S MASK — *Fairy Hunter*





**Chris Stockton** from **Manchester** was the first out of the bag with a *Majora's Mask* challenge this month. For this tricky task, you'll need to exit Clock Town as fast as you can and head for a Gossip Stone. As playing the Song of Healing to a stone releases a red fairy, your mission is to run about, summoning as many fairies as possible before the dawn of the second day. You're not allowed to slow down time, but you can warp if you like, and use masks (such as the Bunny Hood) to help you gain some much-needed speed.






| FAIRIES RELEASED | Gold | Silver | Bronze |
|---|---|---|---|
| | 20 | 15 | 10 |

### GOLDENEYE — *C the Light*




Cheers to **Andrew McCaskil** from **Lancing** for this tricky little *GoldenEye* challenge. First, switch on the Gold PP7 cheat or select the Cougar Magnum, then head to Bunker 1 (Agent). Eliminate all the guards and cameras, then set about taking out every light in the level *without* using R to aim. You can only use the C-buttons to pitch your gun up and down, and you're only allowed one shot per light. If you miss, it's onto the next lamp. Once you've scampered through the entire level, count how many bulbs are still active and grade yourself accordingly.






| LIGHTS MISSED | Gold | Silver | Bronze |
|---|---|---|---|
| | 7 | 12 | 15 |

### ZELDA: OCARINA OF TIME — *Skeleton Slayer*



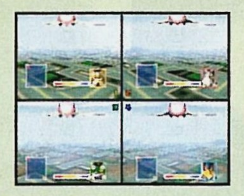
A shout out to **Liam Smith** from **Weymouth**, whose challenge is a pretty straightforward affair but enjoyable nonetheless. Choose a particular area of Hyrule Field – the section just outside Lon Lon Ranch, for example – and use the Ocarina to smother the world in darkness. You now have until dawn to hack down as many Stalchildren as you can. Make a mental note of how many you've slain and award yourself a shiny medal for your efforts.






| SKELETONS KILLED | Gold | Silver | Bronze |
|---|---|---|---|
| | 22 | 19 | 16 |

## LYLAT WARS *Crash Challenge*





**Dan Redshaw** from **Derbyshire** is the chap to thank for this bizarre and very tricky offering. Start a four-player game using any vehicles (but it's better if you all pick the same) and then – get this – try to destroy yourselves simultaneously *without* shooting each other. You can only crash into each other to reach this goal, so you'll have to perfect your teamwork skills to organise when and where to finish the deed. You are *not* allowed to crash into scenery to help you out on this one. Seems weird, yes, but if you pull it off, you'll get all due respect from us.

| SIMULTANEOUS DEATHS |  | 4 |  | 3 |  | 2 |
|---|---|---|---|---|---|---|

## WWF NO MERCY *Taunt Tactics*





Cheers to **Pete Hartree** from **Chichester** for the only WWF-themed challenge this month. First, select Exhibition Mode and choose a single match. Turn everything off except for pins and submissions, and set the timer to 'no limit'. Now begin the match as normal, but obeying this rule: you may only use Taunt when your opponent is on the floor or dazed. The object is to get your character into Special mode and perform any of your Specials five times. Award yourself a medal according to the time taken to perform this task.

| TIME (MINS) |  | 5 |  | 10 |  | 15 |
|---|---|---|---|---|---|---|

## MARIO 64 *Trap door Challenge*




**Joe Ward** from **Kent**'s task had us in a right pickle, and it goes like this. Go straight into the castle and head for the first big star door – to the left as you reach the top of the stairs. Now head for the picture of Peach and leap before the trap door swallows you. It should then close beneath you, so you can land and jump again. The task? Pull off as many consecutive jumps as you can before you tumble into the level below. Double jumps and triple jumps count, but wall-kicks don't – and if you land anywhere other than on the trap door, it's game over.

| TOTAL JUMPS |  | 20 |  | 15 |  | 10 |
|---|---|---|---|---|---|---|

## ZELDA: MAJORA'S MASK *Doggy Throw*





**Ryan Tarr** from **Blackfield** sent us loads of great challenges for *Majora's Mask* – but this one has to be our particular favourite. Head over to Mamamu Yan's Doggy Racetrack with the aim of throwing as many mutts out of the compound as you can within a time limit of two minutes. You are not allowed to use any masks *at all*. Award yourself the corresponding medal for the total number of dogs hurled out in the allotted time.

| DOGS THROWN |  | THE LOT |  | 14 |  | 10 |
|---|---|---|---|---|---|---|

## Now it's your turn!

# GAME ON

TOP CHALLENGE

Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

### CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for…
**Star Wars: Battle for Naboo • Conker's Bad Fur Day • Banjo-Tooie • TWINE**
We'll print the best of them right here, and send you a natty **N64** pin badge for your trouble. What's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826 or www.codejunkies.co.uk). Now you can't say fairer than that, can you!

Send your challenges to: **Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

# I'M THE BEST

## A bit like the Top Gun trophy. But without the planes.

Lovely. A new *Mickey's Speedway* league, more of your scores all over the shop, and the return of an old friend – Mirage joypads from Wild Things are once again up for grabs as a reward for gaming genius.

There are two ways to stand a chance of some new-pad action: knock our socks off with an any-game-you-choose Star Performance, or follow our lead with the Score to Beat below. Either way, get to it pronto!

**New Leagues!**

*Fresh challenges await! Send in your very best results for these:*

**BATTLE FOR NABOO**
(FASTEST LEVEL TIMES – WITH AT LEAST 25 KILLS)

**BANJO-TOOIE**
(JUST YOUR MINIGAME TOTALS FOR NOW!)





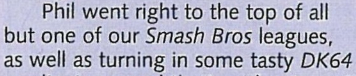
## STAR PERFORMANCE

**Respect (and a new Mirage joypad) to Merseyside's Phil Hughes. He may have incurred Steve's wrath by *not* enclosing a bit of paper bearing all his scores (meaning his tape was put in the sin bin on principle until said information arrived) but he came through in the end. And how.**

Phil went right to the top of all but one of our *Smash Bros* leagues, as well as turning in some tasty *DK64* results, too – and that's without mentioning his impressive performance a couple of issues back, jumping to the top overall in our *PD* table. Good stuff, Phil – now get on with working for your exams!

*Fancy a spot of the Star Performance limelight yourself? Send us proof of some simply staggering gaming achievements, then, and you might even win a Mirage joypad courtesy of those nice folk over at Wild Things (029 2075 5774 or www.wild-things.co.uk). What are you waiting for?*

## NEW HIGH SCORE!



There may not have been quite a flood of contenders for the re-run of our *Mickey's Speedway* challenge, but Jonathan Mace from Hampshire's Malibu lap record of 0:34.24 was the quickest we received in time for this issue, and it's certainly of a good enough standard to earn him a Mirage joypad from Wild Things. Nice work, Jonathan!

## THIS MONTH'S SCORE TO BEAT



***Banjo-Tooie! In the shops now! Time, then, for a spot of Score to Beat-ing, with a Mirage joypad for the winner. Just improve on Steve and Alan's paltry scores of 57 and 55 on the Balloon Burst and Mini-Sub minigames. The very best entry wins the controller. Simple as that. Get your proof in very soon and we'll print the winner in N64/57. Go! Go!***

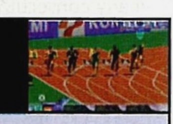
## The World is Not Enough



**BEST AGENT MODE TIMES**

| | | |
|---|---|---|
| **COURIER** | | |
| 1 | 1:13 | Ashley Wright, *Ilkley* |
| 2 | 1:15 | David Morris, *Wallasey* |
| **KING'S RANSOM** | | |
| 1 | 3:36 | David Morris, *Wallasey* |
| 2 | | This could be you! |
| **THAMES CHASE** | | |
| 1 | 1:35 | Ashley Wright, *Ilkley* |
| **UNDERGROUND...** | | |
| 1 | 2:52 | David Morris, *Wallasey* |
| 2 | | This could be you! |
| 3 | | This could be you! |
| **COLD RECEPTION** | | |
| 1 | 3:58 | Ashley Wright, *Ilkley* |
| 2 | 3:59 | David Morris, *Wallasey* |
| 3 | | This could be you! |

## Track & Field



| | | |
|---|---|---|
| **100M DASH** | | |
| 1 | 8.68s | Shiro Powell, *London* |
| 1 | 8.68s | Corrinna O'Dwyer, *London* |
| 3 | 9.28s | Tony Dunster, *London* |
| 3 | 9.28s | Mark Dunster, *London* |
| **110M HURDLES** | | |
| 1 | 12.64s | Mark Dunster, *London* |
| 1 | 12.64s | Tony Dunster, *London* |
| 3 | 12.68s | Darren Bolton, *Lincolnshire* |
| 3 | 12.68s | Carl Hutchings, *Peterboro'* |
| **TRIPLE JUMP** | | |
| 1 | 19.11m | Ashley Wright, *Ilkley* |
| 2 | 19.10m | George Vaughan, *Coventry* |
| 3 | 19.09m | Andrew Witham, *Glos* |
| 3 | 19.09m | Edward Smith, *Trowbridge* |
| 3 | 19.09m | Kevin Holland, *Guernsey* |
| **HAMMER** | | |
| 1 | 101.25m | Darren Bolton, *Lincs* |
| 2 | 101.24m | Per Strand, *Sweden* |
| 3 | 101.22m | Darren Le-warne, *Hants* |
| **100M FREESTYLE** | | |
| 1 | 0'46"22 | Roger Santen, *Lincs* |
| 2 | 0'46"29 | Liam O'Connell, *Dorking* |
| 3 | 0'46"33 | Carl Hutchings, *Peterboro'* |
| **100M BREASTSTROKE** | | |
| 1 | 1'00"56 | Mark Dunster, *London* |
| 2 | 1'00"64 | Carl Hutchings, *Peterboro'* |
| 3 | 1'00"68 | Tony Dunster, *London* |
| **HORIZONTAL BAR** | | |
| 1 | 10.00pts | Stuart Richards, *Dorking* |
| 1 | 10.00pts | Nicholas Hughes, *Scotland* |
| 3 | 9.99pts | Darren Le-warne, *Hants* |
| 3 | 9.99pts | Carl Hutchings, *Peterboro'* |
| **TRAP SHOOTING** | | |
| 1 | 444pts | Per Strand, *Sweden* |
| 2 | 432pts | Ashley Wright, *Yorkshire* |
| 2 | 432pts | Oliver Donnelly, *Suffolk* |
| **CHAMPIONSHIP** | | |
| 1 | 11237 | Edward Smith, *Wiltshire* |
| 2 | 11079 | Darren Bolton, *Lincs* |
| 3 | 11046 | Nick Dow, *Bradford* |

# Perfect Dark



## BEST AGENT MODE TIMES

### DATADYNE: DEFECTION

| | | |
|---|---|---|
| 1 | 0:35 | Phil Hughes, *Merseyside* |
| 1 | 0:35 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 0:37 | Jan-Erik Spangberg, *Sweden* |
| 4 | 0:38 | Arif Mollah, *Rochdale* |
| 5 | 0:39 | Jonathan Steinberg, *Sweden* |
| 5 | 0:39 | Ben Gooch, *Tamworth* |

### DATADYNE: INVESTIGATION

| | | |
|---|---|---|
| 1 | 1:32 | Phil Hughes, *Merseyside* |
| 2 | 1:34 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:36 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:39 | Anthony Ratnasothy, *Essex* |
| 5 | 1:40 | David Morris, *Wallasey* |

### DATADYNE: EXTRACTION

| | | |
|---|---|---|
| 1 | 1:11 | Phil Hughes, *Merseyside* |
| 2 | 1:14 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:19 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:27 | Arif Mollah, *Rochdale* |
| 5 | 1:30 | Tony Dunster, *London* |
| 5 | 1:30 | Ben Gooch, *Tamworth* |

### CARRINGTON VILLA

| | | |
|---|---|---|
| 1 | 1:18 | Phil Hughes, *Merseyside* |
| 1 | 1:18 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:21 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:30 | Tony Dunster, *London* |
| 5 | 1:32 | Arif Mollah, *Rochdale* |

### CHICAGO: STEALTH

| | | |
|---|---|---|
| 1 | 0:16 | Phil Hughes, *Merseyside* |
| 2 | 0:17 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 0:19 | Jan-Erik Spangberg, *Sweden* |
| 3 | 0:19 | Tony Dunster, *London* |
| 5 | 0:24 | Andrew Simmonds, *Waterlooville* |

### G5: RECONNAISSANCE

| | | |
|---|---|---|
| 1 | 0:50 | Phil Hughes, *Merseyside* |
| 2 | 0:51 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 0:58 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:06 | Arif Mollah, *Rochdale* |
| 4 | 1:06 | Jonathan Steinberg, *Sweden* |

### AREA 51: INFILTRATION

| | | |
|---|---|---|
| 1 | 1:18 | Phil Hughes, *Merseyside* |
| 2 | 1:19 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:47 | Ben Bryce, *Worthing* |
| 4 | 2:00 | David Byrne, *Dorset* |
| 5 | 2:04 | Andrew Simmonds, *Hampshire* |

### AREA 51: RESCUE

| | | |
|---|---|---|
| 1 | 1:36 | Phil Hughes, *Merseyside* |
| 2 | 1:41 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:52 | Jan-Erik Spangberg, *Sweden* |
| 4 | 2:37 | David Morris, *Wallasey* |
| 5 | 2:47 | Sam Harkins, *Abingdon* |

### AREA 51: ESCAPE

| | | |
|---|---|---|
| 1 | 2:38 | Phil Hughes, *Merseyside* |
| 1 | 2:38 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 3:19 | Andrew Simmonds, *Hampshire* |
| 4 | 3:29 | Kieran Gorman, *Dumbarton* |
| 5 | 3:32 | Sam Harkins, *Abingdon* |

### AIR BASE: ESPIONAGE

| | | |
|---|---|---|
| 1 | 1:21 | Phil Hughes, *Merseyside* |
| 1 | 1:21 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:31 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:52 | Ben Gooch, *Tamworth* |
| 5 | 1:57 | Anthony Ratnasothy, *Essex* |

### AIR FORCE ONE

| | | |
|---|---|---|
| 1 | 0:59 | Phil Hughes, *Merseyside* |
| 1 | 0:59 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:02 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:07 | Robert Harrison, *Wakefield* |
| 5 | 1:13 | Ben Bryce, *Worthing* |
| 5 | 1:13 | Jonathan Steinberg, *Sweden* |
| 5 | 1:13 | Ben Gooch, *Tamworth* |

### CRASH SITE: CONFRONTATION

| | | |
|---|---|---|
| 1 | 1:28 | Phil Hughes, *Merseyside* |
| 2 | 1:34 | Jan-Erik Spangberg, *Sweden* |
| 2 | 1:34 | Gary Carney, *Newcastle-upon-Tyne* |
| 4 | 1:57 | Andrew Simmonds, *Waterlooville* |
| 5 | 2:09 | Kieran Gorman, *Dumbarton* |

### PELAGIC II: EXPLORATION

| | | |
|---|---|---|
| 1 | 0:57 | Phil Hughes, *Merseyside* |
| 2 | 0:59 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:18 | Jan-Erik Spangberg, *Sweden* |
| 4 | 2:06 | Sam Harkins, *Abingdon* |
| 5 | 2:13 | David Byrne, *Dorset* |

### DEEP SEA: NULLIFY THREAT

| | | |
|---|---|---|
| 1 | 3:22 | Phil Hughes, *Merseyside* |
| 2 | 3:26 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 4:50 | David Morris, *Wallasey* |
| 4 | 4:51 | Sam Harkins, *Abingdon* |
| 5 | 5:12 | David Byrne, *Dorset* |

### CI: DEFENSE

| | | |
|---|---|---|
| 1 | 0:58 | Phil Hughes, *Merseyside* |
| 1 | 0:58 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:00 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:04 | David Morris, *Merseyside* |
| 5 | 1:26 | David Byrne, *Dorset* |

### ATTACK SHIP: COVERT ASSAULT

| | | |
|---|---|---|
| 1 | 2:29 | Phil Hughes, *Merseyside* |
| 2 | 2:31 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 2:45 | Jan-Erik Spangberg, *Sweden* |
| 4 | 3:24 | David Byrne, *Dorset* |
| 5 | 3:38 | Ben Bryce, *Worthing* |

### SKEDAR RUINS: BATTLE SHRINE

| | | |
|---|---|---|
| 1 | 1:30 | Phil Hughes, *Merseyside* |
| 2 | 1:37 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1:48 | Jan-Erik Spangberg, *Sweden* |
| 4 | 2:16 | Andrew Simmonds, *Waterlooville* |
| 5 | 2:53 | Sam Harkins, *Abingdon* |

## PERFECT AGENT TIMES

### CHICAGO: STEALTH

| | | |
|---|---|---|
| 1 | 1:17 | Robert Harrison, *Wakefield* |
| 2 | 1:34 | Andrew Simmonds, *Waterlooville* |

### SKEDAR RUINS: BATTLE SHRINE

| | | |
|---|---|---|
| 1 | 3:59 | Andrew Simmonds, *Waterlooville* |
| 2 | | Send in your time – this could be you! |

# DK64



### RAMBI BONUS GAME

| | | |
|---|---|---|
| 1 | 254 | Phil Hughes, *Merseyside* |
| 2 | 248 | Terri Ann Johnston, *West Lothian* |
| 2 | 248 | Paddy Lane, *Co. Cork* |
| 4 | 244 | Peter Barrett, *Co. Armagh* |
| 5 | 242 | Jarl Andre Eltvik, *Norway* |
| 6 | 238 | Eoin O'Gorman, *Co. Tipperary* |
| 7 | 228 | Ben Gooch, *Tamworth* |
| 7 | 228 | Joseph Jennings, *Birmingham* |
| 7 | 228 | Arkadiusz Gabreycki, *Poland* |
| 10 | 226 | Ruben Larsen, *Norway* |
| 10 | 226 | James Hogg, *Barnet* |

### ENGUARDE ARENA

| | | |
|---|---|---|
| 1 | 400 | Sean Matthews, *Paisley* |
| 1 | 400 | Phil Hughes, *Merseyside* |
| 3 | 365 | Gavin Fuller, *Romford* |
| 3 | 365 | Arkadiusz Gabreycki, *Poland* |
| 5 | 360 | Gary Harmson, *Halifax* |
| 6 | 350 | Tom Craven, *Clitheroe* |
| 7 | 345 | Janne Kaitila, *Finland* |
| 8 | 330 | Lorne Tietjen, *Woking* |
| 9 | 315 | Scott Fitzgerald, *Dorset* |
| 9 | 315 | Kyan Kia, *Halifax* |

### DK ARCADE

| | | |
|---|---|---|
| 1 | 235200 | Kieran Gorman, *Dumbarton* |
| 2 | 221900 | Ben Gooch, *Tamworth* |
| 3 | 179400 | Jenny Gorman, *Dumbarton* |
| 4 | 154900 | Mat Isaia, *Australia* |
| 5 | 144500 | Phil Hughes, *Merseyside* |
| 6 | 127100 | Griffin Leadabrand, *Australia* |
| 7 | 105800 | Paddy Lane, *Co. Cork* |
| 8 | 92500 | Matthew Sexton, *Bedford* |
| 9 | 92400 | Gary Harmson, *Halifax* |
| 10 | 76000 | Andrew Simmonds, *Hampshire* |

### JETPAC

| | | |
|---|---|---|
| 1 | 999995 | Andrew Simmonds, *Hampshire* |
| 2 | 999990 | Arkadiusz Gabreycki, *Poland* |
| 3 | 999660 | Jake Warren, *Bristol* |
| 4 | 999355 | Alan Clarke, *Oxford* |
| 5 | 995070 | Farron Hussey, *Peterborough* |
| 6 | 801680 | Jenna Blackman, *Pagham* |
| 7 | 712385 | David Huggins, *Crawley* |
| 8 | 688510 | James Cull, *Redditch* |
| 9 | 673395 | Janne Kaitila, *Finland* |
| 10 | 666540 | Tom Makey, *Colchester* |

### DIDDY'S MINECART RIDE

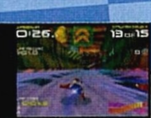
| | | |
|---|---|---|
| 1 | 85 | Janne Kaitila, *Finland* |
| 1 | 85 | Denis Craven, *Lancashire* |
| 1 | 85 | Arkadiusz Gabreycki, *Poland* |
| 1 | 85 | Ruben Larsen, *Norway* |
| 1 | 85 | James Hogg, *Barnet* |
| 1 | 85 | Phil Hughes, *Merseyside* |
| 7 | 84 | Tom Craven, *Lancashire* |
| 8 | 83 | Jenna Blackman, *Pagham* |
| 8 | 83 | Timothy Staines, *Iford* |








## Wipeout 64



| | | |
|---|---|---|
| **KLIES BRIDGE** | | |
| 1 | 0:13.6 | Thomas Dooley, *Glasgow* |
| 2 | 0:16.6 | Barry Drew, *Cambs* |
| 3 | 0:16.7 | Thomas Grandjean, *Switzerland* |
| **QORON IV** | | |
| 1 | 0:23.1 | Thomas Dooley, *Glasgow* |
| 2 | 0:26.8 | Tom Craven, *Lancashire* |
| 3 | 0:26.9 | Ryan Brannan, *Co. Down* |
| **SOKANA** | | |
| 1 | 0:26.9 | Thomas Dooley, *Glasgow* |
| 2 | 0:29.2 | Guy Nisbett, *London* |
| 3 | 0:29.5 | Tom Craven, *Lancashire* |
| **DYRONESS** | | |
| 1 | 0:17.6 | Thomas Dooley, *Glasgow* |
| 2 | 0:18.5 | Thomas Grand, *Switzerland* |
| 3 | 0:19.6 | Kevin Holmes |
| **MACHAON II** | | |
| 1 | 0:27.4 | Thomas Dooley, *Glasgow* |
| 2 | 0:31.0 | Barry Drew, *Cambs* |
| 3 | 0:31.2 | Tom Craven, *Clitheroe* |
| **TERAFUMOS** | | |
| 1 | 0:22.8 | Thomas Dooley, *Glasgow* |
| 2 | 0:23.6 | Thomas Grand, *Switzerland* |
| 3 | 0:26.9 | Tom Craven, *Clitheroe* |

## Majora's Mask



| | | |
|---|---|---|
| **GORON RACES** | | |
| 1 | 1:16:52 | Sean Matthews, *Paisley* |
| 2 | 1:19:32 | Rob Lee, *Wakefield* |
| 3 | 1:20:42 | James Quinn, *Norfolk* |
| 4 | 1:20:74 | Morten Tronstad, *Norway* |
| 5 | 1:20:82 | Benjamin Tatlow, *London* |

## Rush 2049



| | | |
|---|---|---|
| **MARINA** | | |
| 1 | 0:56.082 | David Crowther, *Kent* |
| **HAIGHT** | | |
| 1 | 1:21.528 | David Crowther, *Kent* |
| **CIVIC** | | |
| 1 | 1:22.540 | David Crowther, *Kent* |
| **METRO** | | |
| 1 | 1:50.847 | David Crowther, *Kent* |
| **MISSION** | | |
| 1 | 1:23.350 | Michael Rose, *Manchester* |
| 2 | 1:26.166 | David Crowther, *Kent* |
| 3 | 1:30.271 | Stuart Briggs, *Weston-super-Mare* |
| 4 | 1:30.764 | Harry Watts, *Bucks* |
| 5 | 1:32.004 | John Rothwell, *Wallasey* |
| **PRESIDIO** | | |
| 1 | 2:04.904 | David Crowther, *Kent* |

## Mickey's Speedway USA

| | | |
|---|---|---|
| **INDIANAPOLIS** | | |
| 1 | 0:21.16 | Jonathan Mace, *Hampshire* |
| **SAN FRANCISCO** | | |
| 1 | 0:36.00 | Jonathan Mace, *Hampshire* |
| **NEW MEXICO** | | |
| 1 | 0:27.92 | Jonathan Mace, *Hampshire* |
| **LOS ANGELES** | | |
| 1 | 0:18.16 | Jonathan Mace, *Hampshire* |
| **ALASKA** | | |
| 1 | 0:20.48 | Jonathan Mace, *Hampshire* |
| **MALIBU** | | |
| 1 | 0:34.24 | Jonathan Mace, *Hampshire* |
| 2 | 0:35.04 | Faron Hussey, *Peterborough* |
| | 0:35.20 | Nick Nicolaides, *Somerset* |
| **OREGON** | | |
| | 0:30.48 | Jonathan Mace, *Hampshire* |
| **COLORADO** | | |
| 1 | 0:34.32 | Jonathan Mace, *Hampshire* |

## RR64



### RACE RECORDS

| | | |
|---|---|---|
| **RIDGE RACER NOVICE** | | |
| 1 | 0'56"780 | Thomas Hower, *Denmark* |
| 2 | 0'56"920 | Kieran Warden, *Co. Galway* |
| 3 | 0'57"320 | Jan-Erik Spangberg, *Sweden* |
| 4 | 0'59"880 | Stephen Cairns, *Edinburgh* |
| 5 | 1'03"660 | Matthew Sexton, *Bedford* |
| **REVOLUTION NOVICE** | | |
| 1 | 1'36"380 | Jan-Erik Spangberg, *Sweden* |
| 2 | 1'41"300 | Kieran Warden, *Co. Galway* |
| 3 | 1'46"820 | Thomas Hower, *Denmark* |
| **RENEGADE NOVICE** | | |
| 1 | 1'22"440 | Jan-Erik Spangberg, *Sweden* |
| 2 | 1'25"320 | Kieran Warden, *Co. Galway* |
| 3 | 1'40"660 | Thomas Hower, *Denmark* |
| **REVOLUTION INTERMEDIATE** | | |
| 1 | 2'11"840 | Jan-Erik Spangberg, *Sweden* |
| 2 | 2'27"040 | Kieran Warden, *Co. Galway* |
| 3 | 4'10"760 | Thomas Hower, *Denmark* |
| **RENEGADE INTERMEDIATE** | | |
| 1 | 1'37"080 | Jan-Erik Spangberg, *Sweden* |
| 2 | 1'48"400 | Kieran Warden, *Co. Galway* |
| 3 | 2'00"160 | Thomas Hower, *Denmark* |
| **RIDGE RACER EXPERT** | | |
| 1 | 2'11"580 | Jan-Erik Spangberg, *Sweden* |
| 2 | 2'22"720 | Kieran Warden, *Co. Galway* |
| 3 | 2'29"560 | Thomas Hower, *Denmark* |
| **REVOLUTION EXPERT** | | |
| 1 | 2'33"120 | Jan-Erik Spangberg, *Sweden* |
| 2 | 2'54"400 | Kieran Warden, *Co. Galway* |
| 3 | 3'01"080 | Thomas Hower, *Denmark* |
| **RENEGADE EXPERT** | | |
| 1 | 2'20"160 | Jan-Erik Spangberg, *Sweden* |
| 2 | 2'36"560 | Kieran Warden, *Co. Galway* |
| 3 | 2'55"740 | Thomas Hower, *Denmark* |
| **RIDGE RACER EXTREME** | | |
| 1 | 2'02"660 | Jan-Erik Spangberg, *Sweden* |
| 2 | 2'12"080 | Kieran Warden, *Co. Galway* |
| 3 | 2'17"800 | Stephen Cairns, *Edinburgh* |
| 4 | 2'28"360 | Thomas Hower, *Denmark* |

## F-Zero X



| | | |
|---|---|---|
| **SAND OCEAN** | | |
| 1 | 1'09"340 | Damien Golding, *Watford* |
| 2 | 1'12"463 | Andrew Mills, *Dundee* |
| 3 | 1'13"464 | Kieran Gorman, *Dumbarton* |
| **BIG BLUE** | | |
| 1 | 1'27"690 | Adam Tucker, *Great Yarmouth* |
| 2 | 1'29"634 | Gary Carney, *Newcastle-upon-Tyne* |
| 3 | 1'30"852 | Andrew Mills, *Dundee* |
| **SECTOR ALPHA** | | |
| 1 | 1'16"178 | David Van Moer, *Belgium* |
| 2 | 1'16"336 | Damien Golding, *Watford* |
| 3 | 1'19"578 | Jenny Gorman, *Dumbarton* |
| **DEVIL'S FOREST 2** | | |
| 1 | 1'15"011 | Phil Hughes, *Widnes* |
| 2 | 1'16"218 | Hedley Gabriel, *Essex* |
| 3 | 1'18"399 | Adam Tucker, *Great Yarmouth* |
| **FIRE FIELD** | | |
| 1 | 1'11"599 | David Van Moer, *Belgium* |
| 2 | 1'14"360 | Phil Hughes, *Widnes* |
| 3 | 1'15"028 | Adam Tucker, *Great Yarmouth* |
| **RED CANYON 2** | | |
| 1 | 1'20"467 | David Van Moer, *Belgium* |
| 2 | 1'33"471 | Andrew Mills, *Dundee* |
| 3 | 1'33"776 | Adam Tucker, *Great Yarmouth* |
| **SPACE PLANT** | | |
| 1 | 1'53"537 | Damien Golding, *Watford* |
| 2 | 1'53"944 | David Van Moer, *Belgium* |
| 3 | 2'00"535 | Adam Tucker, *Great Yarmouth* |
| **PORT TOWN 2** | | |
| 1 | 1'41"918 | David Van Moer, *Belgium* |
| 2 | 1'52"032 | Paul Galvin, *Dublin* |
| 3 | 1'52"315 | Damien Golding, *Watford* |

## Pokémon Snap



| | | |
|---|---|---|
| **REPORT TOTALS** | | |
| 1 | 292040 | Andrew Simmonds, *Hampshire* |
| 2 | 281330 | Aidan Walters, *Doncaster* |
| 3 | 280710 | Miss I. Glover, *Chorley* |
| 4 | 277150 | Craig Yip, *Liverpool* |
| 5 | 275170 | Nayaab Islam, *London* |
| 6 | 274490 | Keith Vacher, *Hampshire* |
| 7 | 271650 | Daniel and Liam Allsworth, *Oxford* |
| 8 | 271190 | John Sanderson, *Telford* |
| 9 | 265250 | Rosie Holliday, *Kent* |
| 10 | 263410 | Hedley Gabriel, *Essex* |



# Mario Golf





### TOAD HIGHLANDS

| | | |
|---|---|---|
| 1 | 8'17"40 | Warren 'Big Woz' Bright, *Oxford* |
| 2 | 8'33"08 | Chris Webb, *Gloucester* |
| 3 | 8'34"64 | John Jehan, *Jersey* |
| 4 | 8'41"96 | Raymond Wegman, *Holland* |
| 5 | 9'18"68 | Jon McIlvaney, *Washington* |

### KOOPA PARK

| | | |
|---|---|---|
| 1 | 8'52"08 | Warren 'Big Woz' Bright, *Oxford* |
| 2 | 9'08"60 | John Jehan, *Jersey* |
| 3 | 9'13"48 | Chris Webb, *Gloucester* |
| 4 | 9'16"20 | Raymond Wegman, *Holland* |
| 5 | 10'32"68 | Gary Carney, *Newcastle-upon-Tyne* |

### SHY GUY DESERT

| | | |
|---|---|---|
| 1 | 9'08"88 | Warren 'Big Woz' Bright, *Oxford* |
| 2 | 9'13"88 | Chris Webb, *Gloucester* |
| 3 | 9'25"04 | John Jehan, *Jersey* |
| 4 | 9'25"56 | Raymond Wegman, *Holland* |
| 5 | 10'47"72 | Gary Carney, *Newcastle-upon-Tyne* |

### YOSHI'S ISLAND

| | | |
|---|---|---|
| 1 | 9'21"76 | Warren 'Bog Woz' Bright, *Oxford* |
| 2 | 9'42"12 | John Jehan, *Jersey* |
| 3 | 9'51"60 | Chris Webb, *Gloucester* |
| 4 | 9'54"68 | Raymond Wegman, *Holland* |
| 5 | 11'03"28 | Karl von der Luehe, *Surrey* |

### BOO VALLEY

| | | |
|---|---|---|
| 1 | 10'05"72 | Warren 'Big Woz' Bright, *Oxford* |
| 2 | 10'34"00 | John Jehan, *Jersey* |
| 3 | 10'39"08 | Chris Webb, *Gloucester* |
| 4 | 10'52"72 | Raymond Wegman, *Holland* |
| 5 | 11'44"36 | Gary Carney, *Newcastle-upon-Tyne* |

### MARIO'S STAR

| | | |
|---|---|---|
| 1 | 9'24"20 | Warren 'Big Woz' Bright, *Oxford* |
| 2 | 10'08"00 | John Jehan, *Jersey* |
| 3 | 10'09"48 | Chris Webb, *Gloucester* |
| 4 | 10'18"24 | Raymond Wegman, *Holland* |
| 5 | 11'54"76 | Thomas Grandjean, *Switzerland* |

# Star Wars Episode 1: Racer



### BOONTA TRAINING COURSE

| | | |
|---|---|---|
| 1 | 0:13.262 | Thomas Hower, *Denmark* |
| 2 | 0:17.328 | Guy Taylor, *Peterborough* |
| 3 | 0:21.726 | Matthew Mowlam, *Cowes* |
| 4 | 0:22.086 | Joel Ashby-Davis, *London* |
| 5 | 0:23.912 | Chris Turner, *Cheshire* |

### MON GAZZA SPEEDWAY

| | | |
|---|---|---|
| 1 | 0:06.853 | Matthew Mowlam, *Cowes* |
| 2 | 0:06.941 | Thomas Hower, *Denmark* |
| 3 | 0:07.382 | Guy Taylor, *Peterborough* |
| 4 | 0:08.397 | Matthew Love, *London* |
| 5 | 0:11.184 | Chris Turner, *Cheshire* |

### BEEDO'S WILD RIDE

| | | |
|---|---|---|
| 1 | 0:36.526 | Guy Taylor, *Peterborough* |
| 2 | 0:45.298 | Thomas Hower, *Denmark* |
| 3 | 0:52.415 | Jan-Erik Spangberg, *Sweden* |
| 4 | 0:53.634 | Matthew Mowlam, *Cowes* |
| 5 | 0:53.650 | Ben Wilkins, *Australia* |

### MALASTARE 100

| | | |
|---|---|---|
| 1 | 0:26.720 | Thomas Hower, *Denmark* |
| 2 | 0:26.827 | Guy Taylor, *Peterborough* |
| 3 | 0:30.140 | Ben Wilkins, *Australia* |
| 4 | 0:31.002 | Guy Taylor, *Peterborough* |
| 5 | 0:31.844 | James McClosky, *Co. Derry* |

### VENGEANCE

| | | |
|---|---|---|
| 1 | 0:53.359 | Thomas Hower, *Denmark* |
| 2 | 1:02.249 | Jan-Erik Spangberg, *Sweden* |
| 3 | 1:03.355 | Ben Wilkins, *Australia* |
| 4 | 1:05.991 | Guy Taylor, *Peterborough* |
| 5 | 1:07.810 | Anthony Ratnasothy, *Essex* |

### SCRAPPER'S RUN

| | | |
|---|---|---|
| 1 | 0:24.551 | Thomas Hower, *Denmark* |
| 2 | 0:32.955 | Ben Wilkins, *Australia* |
| 3 | 0:33.333 | Matthew Durrant, *Bognor Regis* |
| 4 | 0:34.957 | James McClosky, *Co. Derry* |
| 5 | 0:35.589 | Jan-Erik Spangberg, *Sweden* |

### ANDO PRIME CENTRUM

| | | |
|---|---|---|
| 1 | 0:36.474 | Thomas Hower, *Denmark* |
| 2 | 0:43.932 | Matthew Mowlam, *Cowes* |
| 3 | 0:47.297 | Guy Taylor, *Peterborough* |
| 4 | 0:50.213 | Tom Beasley, *Bushy* |
| 5 | 0:51.332 | Ben Wilkins, *Australia* |

### EXECUTIONER

| | | |
|---|---|---|
| 1 | 1:08.484 | Guy Taylor, *Peterborough* |
| 2 | 1:09.957 | Thomas Hower, *Denmark* |
| 3 | 1:16.516 | Jan-Erik Spangberg, *Sweden* |
| 4 | 1:21.040 | Ben Wilkins, *Australia* |
| 5 | 1:22.029 | Anthony Ratnasothy, *Essex* |

## How to enter

Remember, you need to send in a photo or video for your effort to be confirmed. Any photos MUST have your name, address and score/time on the back. A phone number would also be appreciated. Videos must have a label attached, with all of the aforementioned information easily legible.
Pack up your bits and send them all to:
**I'm the Best, N64 Magazine,**
**30 Monmouth Street, Bath, BA1 2BW.**

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

# Smash Bros



## BONUS 1 TIMES

### MARIO

| | | |
|---|---|---|
| 1 | 10"05 | Jan-Erik Spangberg, *Sweden* |
| 2 | 10"30 | Phil Hughes, *Merseyside* |
| 3 | 11"83 | Hamid Momatash, *Gateshead* |
| 4 | 11"85 | Ben Rumsby, *Bristol* |
| 5 | 11"97 | Jonathan Steinberg, *Sweden* |

### DONKEY KONG

| | | |
|---|---|---|
| 1 | 12"80 | Phil Hughes, *Merseyside* |
| 2 | 14"13 | Hamid Momatash, *Gateshead* |
| 3 | 14"21 | Ben Rumsby, *Bristol* |
| 4 | 14"37 | Tom Donoughue, *Balsham* |
| 5 | 14"43 | Scott Fitzgerald, *Dorset* |

### YOSHI

| | | |
|---|---|---|
| 1 | 17"93 | Phil Hughes, *Merseyside* |
| 2 | 19"39 | Hamid Momatash, *Gateshead* |
| 3 | 19"71 | Ben Rumsby, *Bristol* |
| 4 | 19"83 | Tom Donoughue, *Balsham* |
| 5 | 20"85 | Jan-Erik Spangberg, *Sweden* |

### KIRBY

| | | |
|---|---|---|
| 1 | 17"77 | Phil Hughes, *Merseyside* |
| 2 | 18"65 | Hamid Momatash, *Gateshead* |
| 3 | 20"95 | Ben Rumsby, *Bristol* |
| 4 | 20"97 | Chris Grant, *Inverness* |
| 5 | 21"00 | Tom Donoughue, *Balsham* |

### LINK

| | | |
|---|---|---|
| 1 | 16"23 | Phil Hughes, *Merseyside* |
| 2 | 17"63 | Hamid Momatash, *Gateshead* |
| 3 | 19"23 | Tom Rumsby, *Bristol* |
| 4 | 21"21 | Rob Humphrey, *Leicester* |
| 5 | 21"47 | Tom Donoughue, *Balsham* |

### FOX

| | | |
|---|---|---|
| 1 | 12"23 | Phil Hughes, *Merseyside* |
| 2 | 13"87 | Hamid Momatash, *Gateshead* |
| 3 | 13"95 | Ben Rumsby, *Bristol* |
| 4 | 14"05 | James Wood, *Cumbria* |
| 5 | 14"80 | Jan-Erik Spangberg, *Sweden* |

### PIKACHU

| | | |
|---|---|---|
| 1 | 10"30 | Phil Hughes, *Merseyside* |
| 2 | 10"80 | Hamid Momatash, *Gateshead* |
| 3 | 11"01 | David Marsland, *Cheshire* |
| 4 | 11"47 | Luke Brown, *Worcester* |
| 5 | 11"97 | Ben Rumsby, *Bristol* |

### BONUS 1 TOTAL TIME

| | | |
|---|---|---|
| 1 | 2'54"28 | Phil Hughes, *Merseyside* |
| 2 | 3'19"55 | Hamid Momatash, *Gateshead* |
| 3 | 3'24"50 | Ben and Tom Rumsby, *Bristol* |
| 4 | 3'39"60 | Jan-Erik Spangberg, *Sweden* |
| 5 | 4'25"44 | Matthew Sexton, *Bedford* |

### BONUS 2 TOTAL TIME

| | | |
|---|---|---|
| 1 | 4'49"91 | Phil Hughes, *Merseyside* |
| 2 | 5'49"88 | Hamid Momatash, *Gateshead* |
| 3 | 5'56"63 | Ben and Tom Rumsby, *Bristol* |
| 4 | 6'35"21 | Matthew Sexton, *Bedford* |




## the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.
- You can enter whichever challenges you like – it is entirely up to you.
- You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!
- Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64**.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

If Skill Club were a person, sitting opposite you right now, you'd probably notice its healthy tan and big smile, not to mention a lovely relaxed aura, as a result of its little holiday last month. It would be friendlier, more jovial and generally stress-free. But one thing it *wouldn't* be is any less demanding. Oh no. It still wouldn't bend the rules, it still wouldn't allow under-performers through its doors and it still wouldn't lower its standards. Skill Club would *still be* the place where only the greatest N64 gamers are listed.

Entry into SC's hallowed halls is difficult, that's a given – but it's certainly not impossible, either. So select a handful of challenges, pull out all the stops to prove you're up to the job, then send us photo or video evidence. Use the form below and mark the envelope 'Skill Club'.

For your labours, not only will you receive recognition the world over, but *everyone* also gets a natty **N64** pin badge, plus a Skill Club certificate to pin on the wall. Gold-standard clubbers get a Gamester Advanced Controller or a Gamester Tremor Pak with 1Mb memory, too (tell us which you'd like), and for those who climb the peaks of the Platinum Club, there'll be a limited-edition **N64** T-shirt, to help keep them warm at such amazing gaming altitude.

### HOW TO... prove your achievements

#### *Taking photographs*

*Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.*

#### *Taking videos*

*1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.*
*2. Connect the 'Signal Out' socket on your video to your TV and turn both on.*
*3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
*4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
*5. Achieve your challenge and get to the appropriate result screen.*
*6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.*
*7. Repeat steps 5 and 6 according to the number of challenges you're attempting.*
*8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*

## skill club MILLENNIUM ENTRY FORM

**Hello there,**

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

| | | | |
|---|---|---|---|
| | A F-Zero X | | K Zelda |
| | B ISS '98 | | L GoldenEye 007 |
| | C Rogue Squadron | | M Pilotwings |
| | D Super Mario 64 | | N Donkey Kong 64 |
| | E Turok: Rage Wars | | O Resident Evil 2 |
| | F Lylat Wars | | P Mario Golf |
| | G Quake II | | Q Shadowman |
| | H Wave Race 64 | | R Jet Force Gemini |
| | I 1080° | | S Smash Bros |
| | J Mario Kart | | T World Driver |

Please send my badge and certificate to:

**Name** ..............................

**Address** ..............................

..............................

..............................

*Hey folks! I'm upgrading!* ☐

*Use a photocopy of this form if you'd rather not cut your copy of* **N64** *Magazine.*

## challenge A — F-Zero X



***What you must do:*** Get a time of under 50 seconds on Death Race.
***Proof:*** A photo of your time, shown on the info screen after the race.
***Helpful tips:*** The DGG+ free with issue 22.

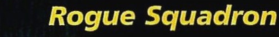
## challenge B — ISS '98



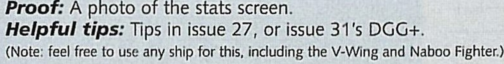


***What you must do:*** Finish all the scenarios.
***Proof:*** A photo of the two completed Scenario screens.
***Helpful tips:*** There's the review in issue 20. And, um, that's it. You're on your own here.

## challenge C — Rogue Squadron

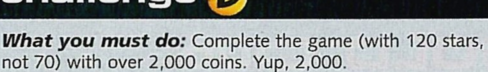


***What you must do:*** Score over 95% accuracy on the first level, Ambush at Mos Eisley.
***Proof:*** A photo of the stats screen.
***Helpful tips:*** Tips in issue 27, or issue 31's DGG+.
(Note: feel free to use any ship for this, including the V-Wing and Naboo Fighter.)



## challenge D — Super Mario 64

***What you must do:*** Complete the game (with 120 stars, not 70) with over 2,000 coins. Yup, 2,000.
***Proof:*** A photo of the records screen, showing your coin totals for every world.
***Helpful tips:*** Issues 1-5 and there's also issue 15's DGG+.



## challenge E — Turok: Rage Wars



***What you must do:*** Unlock every character in the game. It's a toughie.
***Proof:*** A photo of the character select screen.
***Helpful tips:*** Mark's lovely review in issue 35, and accompanying tips in **N64**/38.

## challenge F — Lylat Wars

***What you must do:*** Get 270 or more hits on the first level, Corneria.
***Proof:*** A photo of your best score from the Ranking screen.
***Helpful tips:*** The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).

## challenge G — Quake II

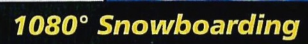
***What you must do:*** Beat the first level – Strogg Outpost – in under 35 seconds.
***Proof:*** A photo of the stats screen, which appears after you finish the level. Mint.
***Helpful tips:*** Review in issue 32, tips in issue 33. Luvverly.

## challenge H — Wave Race 64



***What you must do:*** Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
***Proof:*** A photo of the stats screen, clearly showing your time.
***Helpful tips:*** Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

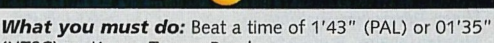
## challenge I — 1080° Snowboarding





***What you must do:*** Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
***Proof:*** A photo of the records screen.
***Helpful tips:*** The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

## challenge J — Mario Kart 64





***What you must do:*** Beat a time of 1'43" (PAL) or 01'35" (NTSC) on Koopa Troopa Beach.
***Proof:*** A picture of the records screen, showing your time.
***Helpful tips:*** The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

## challenge K — The Legend of Zelda



***What you must do:*** Catch the Hylian Loach (using the sinking lure).
***Proof:*** An in-game photo, showing Link holding the Loach, with the weight displayed.
***Helpful tips:*** The DGG+ with issue 26 will tell you all.

## challenge L — GoldenEye 007



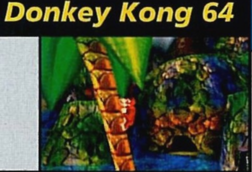
***What you must do:*** Unlock all 23 cheats.
***Proof:*** A photo of the unlocked cheats. From the, er, cheats screen.
***Helpful tips:*** i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

## challenge M — Pilotwings



***What you must do:*** Score over 3,550 points in total.
***Proof:*** Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
***Helpful tips:*** There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

## challenge N — Donkey Kong 64



***What you must do:*** Grab all 201 bananas and complete 101% of the game.
***Proof:*** A photo of the information from the pause screen.
***Helpful tips:*** You'll find everything you need to know in issues 37, 38 and 39.

## challenge O — Resident Evil 2



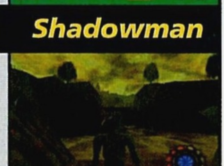
***What you must do:*** Get an 'A' rating on Leon's main adventure.
***Proof:*** A photo of the final screen, showing your rating.
***Helpful tips:*** There's a full walkthrough in issue 38.

## challenge P — Mario Golf



***What you must do:*** Get all 108 Birdie Badges.
***Proof:*** A photo of the Play Mode select screen.
***Helpful tips:*** Mr Kitts fashioned a lovely DGG+ for issue 48.

## challenge Q — Shadowman



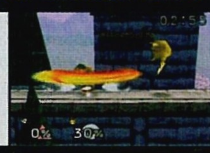
***What you must do:*** Collect all 120 Dark Souls.
***Proof:*** A photo of the pause screen, showing your total Dark Soul count.
***Helpful tips:*** Tips in issue 33, plus the tips book with issue 34.
(Note: there are actually around 123 Dark Souls in the game, but 120 will do.)

## challenge R — Jet Force Gemini



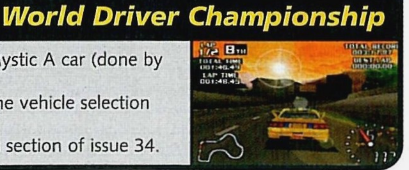
***What you must do:*** Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
***Proof:*** A photo of the asteroid on the map screen.
***Helpful tips:*** There are tips in issues 35 and 36, and also in the Double Game Guide+ free with issue 38.

## challenge S — Super Smash Bros



***What you must do:*** Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
***Proof:*** A photo of the Character Select screen.
***Helpful tips:*** The tips in issue 37 will tell you how to unlock the secret characters.

## challenge T — World Driver Championship



***What you must do:*** Unlock the '99 Mystic A car (done by winning the GT1 Championship).
***Proof:*** A photo of the unlocked car at the vehicle selection screen.
***Helpful tips:*** Some hints adorn the tips section of issue 34.

GO! GO!




# HALL OF FAME

## PLATINUM Club

*complete 14 challenges*

**Anthony Woods**, *Wolverhampton*
**Matthew Hall**, *Ruislip*
**Richard Milham**, *Wolverhampton*
**David Cittern**, *Middlesex*
**Andrew McGrae**, *Southport*
**Matthew Weston**, *Nottingham*
**Dan Masters**, *Australia*
**Gary Brawn**, *Cheshire*
**Justin Badger**, *Wolverhampton*

## SILVER Club

*complete 7 challenges*

| | |
|---|---|
| **Jamie Chambers**, *Cheshire* | *A,D,E,H,K,L,P* |
| **Mike Richards**, *Westbury* | *B,G,H,L,N,R,S* |
| **Martin Flynn**, *Kent* | *D,J,K,L,M,N,R* |
| **Alex McIver**, *Edinburgh* | *A,C,D,L,M,N,S* |
| **Lorne Tietjen**, *Woking* | *D,E,F,H,I,J,O* |
| **Riki Taylor**, *New Zealand* | *C,G,I,K,N,R,S* |
| **Stephen Woods**, *Lanarkshire* | *A,C,D,E,G,J,L* |
| **The Alliance (c/o Richard Granville)**, *Bridgend* | *C,G,L,N,P,R,S* |
| **Colin White**, *Derbyshire* | *G,H,J,L,N,R,S* |
| **Simon Nash**, *Watford* | *H,L,N,P,R,S,T* |
| **Georgio Venturino**, *Italy* | *C,E,L,N,Q,R,S* |
| **Scott Houston**, *Co. Antrim* | *D,F,I,K,L,N,R,S* |
| **James McDermott**, *Australia* | *C,E,G,I,L,N,Q,R* |
| **Andrew Simmonds**, *Waterlooville* | *A,B,E,G,J,L,N,P,S* |

## GOLD Club

*complete 10 challenges*

| | |
|---|---|
| **Gary Carney**, *Newcastle-upon-Tyne* | *A,C,D,G,K,L,O,P,R,S* |
| **Jonathan Bird**, *Suffolk* | *C,E,G,I,J,N,O,P,Q,R* |
| **Craig Silcocks**, *Trowbridge* | *B,C,D,G,H,J,L,N,R,S* |
| **Ben Wells**, *Suffolk* | *C,E,G,I,J,N,O,P,Q,R* |
| **Jamie Hobbs**, *Thetford* | *A,D,E,J,K,M,N,P,R,S* |
| **Chris Caufield and Sam Moorhouse**, *Halifax* | *C,G,K,L,N,P,Q,R,S,T* |
| **Jan-Erik Spangberg**, *Sweden* | *A,C,E,G,H,I,L,P,R,S* |
| **Kostas A. Mitzithras**, *Greece* | *B,C,H,J,L,N,P,R,S,T* |
| **Joseph and Jerry Murphy**, *Co. Cork* | *A,B,C,G,H,L,N,O,R,S* |
| **Christophe Zerathe and Thomas Grand**, *Switzerland* | *C,D,I,K,L,N,P,R,S,T* |
| **George Ransley**, *Southampton* | *C,D,E,G,H,K,L,M,N,S* |
| **Joel Fuller**, *Australia* | *C,D,E,G,H,I,K,L,N,P,R,S* |

## BRONZE Club

*complete 3 challenges or more*

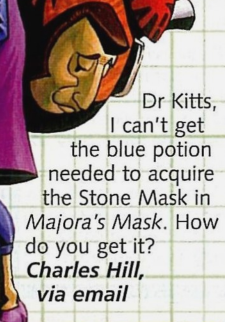
| | |
|---|---|
| **Stefan Charles**, *Dorchester* | *L,N,S* |
| **Ben Cook**, *Shoreham-by-Sea* | *D,L,R* |
| **Lorenz Pasch**, *London* | *B,L,P* |
| **Damien Plumb**, *Cambridge* | *L,N,P* |
| **Jonathan Walker**, *West Midlands* | *K,R,S* |
| **Christopher Simon Davies**, *Walsall* | *B,H,P* |
| **William Clifton**, *Newcastle-upon-Tyne* | *L,Q,S* |
| **Anders Tonsberg**, *Norway* | *L,P,S* |
| **Christopher Fennelly**, *London* | *L,R,S* |
| **Matthew Wilkins**, *Malmesbury* | *A,G,K* |
| **Matthew Sexton**, *Bedford* | *C,P,S* |
| **Janne Kaitila**, *Finland* | *D,R,S* |
| **James McGuigan**, *Co. Armagh* | *L,P,R* |
| **Hedley Gabriel**, *Essex* | *L,N,S* |
| **James Talbot-Hammond**, *Farnham* | *C,R,S* |
| **Chris Lowe**, *Tyne & Wear* | *A,L,R* |
| **Morten Tronstad**, *Norway* | *N,R,S* |
| **Daniel McGarrigle**, *Ireland* | *L,N,R* |
| **Thomas Beesley**, *Burton-on-Trent* | *C,R,S* |
| **James Fowler**, *Staffordshire* | *N,R,S* |
| **Alexander Davies**, *Wales* | *L,R,S* |
| **Ciarán O'Mara**, *Dublin* | *C,R,S* |
| **Adam Bull**, *Leeds* | *E,P,R* |
| **Matthew Hart**, *Holland* | *C,L,S* |
| **Simon Hynard**, *Norwich* | *C,P,R* |
| **Michael Oakes**, *Nantwich* | *C,Q,R* |
| **Stewart McIver**, *Edinburgh* | *C,N,S* |
| **Neil Coffey**, *East Kilbride* | *N,P,S* |
| **Mark Hall**, *Newport* | *E,L,S* |
| **Martyn Cook**, *Ayrshire* | *C,K,S* |
| **Karl von der Luehe**, *Surrey* | *B,P,S* |
| **John Calderon**, *Lanarkshire* | *G,R,S* |

| | |
|---|---|
| **Ben Wilkins**, *Australia* | *C,H,L* |
| **Martin Gore**, *Dublin* | *N,P,S* |
| **Stephen Hibbs**, *London* | *L,R,S* |
| **Ian Calderwood**, *Harpenden* | *E,L,T* |
| **Nader Kohbodi**, *Anglesey* | *B,P,S* |
| **Bobby Matthews**, *Kingston-upon-Thames* | *C,L,S* |
| **John Burke**, *Bromley* | *H,N,P* |
| **Alex Hellowell**, *St Albans* | *K,L,S* |
| **Andrew McQuillan**, *Australia* | *C,N,R* |
| **Tim Witney**, *Essex* | *L,N,O* |
| **Chris Eaves**, *Newport Pagnell* | *L,S,T* |
| **Mark Timlin**, *Sunderland* | *J,K,S* |
| **David Morris**, *Merseyside* | *B,G,L* |
| **David Coleman**, *Ireland* | *E,G,S* |
| **Stuart Barrett**, *Manchester* | *C,N,P* |
| **Nicole Thiele**, *Australia* | *K,N,S* |
| **Leigh Chambers**, *Warrington* | *D,K,L* |
| **John Gallagher**, *Ayrshire* | *A,L,S* |
| **Matthew Prior**, *Norfolk* | *N,Q,R* |
| **James Broyd**, *Surrey* | *H,J,S* |
| **David King**, *Kent* | *N,P,S* |
| **Steve Wilkes**, *Oxfordshire* | *E,R,S* |
| **Tom Magee**, *BFPO 39* | *L,N,S* |
| **Daniel and Liam Allsworth**, *Oxford* | *G,P,R* |
| **Marcus Lindberg**, *Dubai* | *H,J,S* |
| **Tara Tietjen**, *Woking* | *F,H,I,J* |
| **David Conroy**, *Accrington* | *C,N,R,S* |
| **Matthew Li Kam Wa**, *Lancashire* | *C,F,L,S* |
| **Ruben Larsen**, *Norway* | *I,K,N,R* |
| **Bent Eigil Sumelius**, *Norway* | *A,B,C,H* |
| **Sheldon Marsh**, *Somerset* | *C,F,N,S* |
| **Dylan Foale**, *Devon* | *C,L,M,R* |

| | |
|---|---|
| **Kasper Bruun**, *Denmark* | *C,G,L,Q* |
| **Turo Halinen**, *Finland* | *C,D,R,S* |
| **Chris Scott**, *London* | *G,L,P,R* |
| **Matt Swales**, *Australia* | *L,P,R,S* |
| **Luke Wilson**, *Stourport-on-Severn* | *L,P,S,T* |
| **Anthony Coombes**, *Bridgwater* | *E,G,L,Q* |
| **James O'Leary**, *London* | *C,E,G,L* |
| **Raymond Wegman**, *Holland* | *P,Q,R,S* |
| **Kimmo Kartasalo**, *Finland* | *C,N,R,S* |
| **Michael Rose**, *Manchester* | *K,L,N,S* |
| **Guy Taylor**, *Peterborough* | *J,K,L,R* |
| **Patrick King**, *Coventry* | *C,K,L,S* |
| **Michael Wakely**, *Exeter* | *D,L,R,S* |
| **Alicia Thompson**, *Sheffield* | *A,B,C,L,O* |
| **Chris Bartlett**, *Kent* | *A,D,J,L,S* |
| **Daniel Nolan**, *London* | *K,L,P,R,S* |
| **David Ainscough**, *Australia* | *L,P,R,S,T* |
| **Chris Richards and Michael Petch**, *Doncaster* | *C,G,K,L,S* |
| **David Furness**, *Edinburgh* | *C,G,K,L,P* |
| **Stephen Larner**, *Stoke-on-Trent* | *C,N,O,Q,R* |
| **Peter Bottomley**, *Cheshire* | *J,L,N,O,R* |
| **Peter Barrett**, *Co. Armagh* | *F,I,L,P,R* |
| **Owen Flanders**, *Suffolk* | *J,L,N,O,S* |
| **Richard Kelly**, *Yorkshire* | *B,G,L,O,Q* |
| **Simon Johanssen**, *Sweden* | *A,E,L,N,P,R* |
| **Richard Jenkins**, *Scotland* | *B,C,H,K,L,R* |
| **Mark Poulter**, *Warrington* | *C,H,J,L,N,S* |
| **Robin Bradley**, *Basingstoke* | *I,J,K,L,N* |
| **Owen Flanders**, *Worlingham* | *J,L,N,O,S* |
| **Iain Smith**, *Staffordshire* | *C,H,J,L,P* |

**Here's the man who'll cure your gaming ills – just don't expect a charming bedside manner.**



Dr Kitts,
I can't get the blue potion needed to acquire the Stone Mask in *Majora's Mask*. How do you get it?
***Charles Hill, via email***



**Dr Kitts suddenly worries about his oversized head.**
*You'll be needing the Mask of Scents for this one. Pop it on and have a shufty around the entrance to Southern Swamp, then bottle the coloured gas you find and deliver it to the hag in the Potion Shop. Next step is to give the resulting blue concoction to Shiro in Ikana Canyon – you'll have to use the Lens of Truth to see him, mind – and the excellent mask will be yours.*

Dr Kitts,
In *Perfect Dark*, I've been trying to get the Duel level for ages. How's it done, eh?
***Scott Oliver, Midlothian***



**Dr Kitts sits in the corner, growing his hair.**
*It's not too tricky, really. You have to earn bronze medals on all the weapons in the firing range. Now, I emphasise all here, since you'll have to grab every last weapon in the game – including the secret ones like Trent's Magnum, the DY375-LX, which you win by disarming Trent when he's about to kill the President on Crash Site: Confrontation.*

Dr Kitts,
How do I unlock extra stuff in *WWF No Mercy*?
***Sam Ryan-Proudfoot, Borehamwood***



**Dr Kitts performs a Frog Splash off the turnbuckle.**
*The best way to unlock the characters is in Survival Mode, Sam. Play through the mammoth match until the thirtieth or so wrestler appears – then the extra folk start coming thick and fast. Well, thick anyway. To get your mitts on the extra weapons and moves, make use of the fastest ways to earn money – in Survival Mode, a pin will earn you WWF$300, and throwing someone from the ring will reward you with WWF$150.*

Dr Kitts,
In *Hercules: The Legendary Journeys*, I can't beat the third minotaur. Please help me...
***Ian Hodges, Maidenhead***

**Dr Kitts burps and a wisp of smoke comes out.**
*For this one, Ian, the key is in the scenery. You'll have to break the stone pillars to create waterfalls of lava. However, whatever you do, don't break all four of them else the whole place will be flooded with lava and you'll cop it good and proper. So, break three of them, then punch old bull-head until he's dazed. Next, throw him into one of the lava streams. Problem solved.*

Dr Kitts,
On *GoldenEye*'s Statue level, I can't find the flight recorder. Where is it?
***David Warner, Sheffield***

**Dr Kitts lets a silvery tear roll slowly down his wrinkled cheek.**
*Ah, happy days. Seeing as lots of you must be picking up this classic at a budget price, I'll answer this query. For old time's sake. When the helicopter blows up (sniffle), look for a yellow box at the bottom of the slope. It'll be in a different place each time you play (blub, blub), but if you go too far, you'll be told that the box couldn't have gone that far. Now, if you'll excuse me, I have to be alone...*




## Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to: Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

cut out and send



## Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ..........

and I live at ..........

..........

..........

Postcode ..........

# Club 64 DIRECTORY

**So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!**

## How it all works

*We reviewed some of the games in Directory over FOUR years ago. So, while they might have deserved their mark back then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now, rated out of five.*

*It's super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!*

### CAMPER 64

**33% 2** Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)

*This panel includes handy info, like whether a game uses a Rumble, Controller or Expansion Pak.*



Not a game themed around Paul's VW bus, but a deathmatch-based shooter where the object is to stay in one key place for as much of the game as you can, all the while vehemently denying your goalhanging status in as many ways as possible until you get that kill.

*Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if a title's good.*

**TOP TIP** *As Steve will bitterly testify, you'll have to square up against some tough detractors, so don't waste precious time with the naive defence of "What's 'camping'?"*

*For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!*

### Know your reviewer

| | |
|---|---|
| JA | James Ashton |
| JD | Jonathan Davies |
| MH | Marcus Hawkins |
| TW | Tim Weaver |
| WO | Wil Overton |
| ZN | Zy Nicholson |
| JS | Jon Smith |
| JN | Jonathan Nash |
| JB | Jes Bickham |
| TT | Tim Tucker |
| ME | Max Everingham |
| JP | James Price |
| SJ | Steve Jarratt |
| MK | Martin Kitts |
| MG | Mark Green |
| DM | Dean Mortlock |
| OH | Oliver Hurley |
| AM | Alan Maddrell |
| GE | Geraint Evans |

## HIGHLY RATED

*The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.*



1 ZELDA: OCARINA OF TIME 98%
2 PERFECT DARK 96%
2 MARIO 64 96%
2 ZELDA: MAJORA'S MASK 96%
5 TUROK 2 95%

## UK Game releases

### 40 WINKS
**71% 2** GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

### 1080° SNOWBOARDING
**89% 4** Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

**TOP TIP** *In Match race, beat the six courses on expert to unlock Deadly Falls.*

### A BUG'S LIFE
**31% 0** Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

### AERO FIGHTERS ASSAULT
**58% 1** Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

### AERO GAUGE
**10% 0** ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

### ALL-STAR BASEBALL
**84% 3** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

### ALL-STAR BASEBALL 2000
**80% 4** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

### ALL STAR TENNIS
**68% 3** Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

### ARMORINES
**76% 2** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

### ARMY MEN: SARGE'S HEROES
**67% 2** 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

### ASTEROIDS HYPER 64
**53% 2** Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

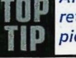
### AUTOMOBILI LAMBORGHINI
**67% 2** Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

### BANJO-KAZOOIE
**92% 5** Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



**TOP TIP** *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

### BANJO-TOOIE
**81% 4** Rare ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 54 ● MG

Rare's beautiful brand of platforming is looking slightly old hat these days...

### BATMAN OF THE FUTURE
**16% 1** Ubi Soft ● £30 ● 1 player ● rumble pak ● no save ● Issue 49 ● AM

Lamentably retro sideways-scrapper that's over before it's begun.

### BATTLETANX
**74% 3** 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

### BATTLETANX GLOBAL ASSAULT
**81% 3** 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

### BATTLEZONE
**73% 3** Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

### BEETLE ADVENTURE RACING
**81%** 4
EA • £40 • 1-4 players • rumble pak • controller pak • Issue 27 • MK

Squillions of shortcuts and stacks of detail.

### BIO FREAKS
**76%** 3
GT • £40 • 1/2 players • rumble pak • on cart • Issue 20 • JA

Looks excellent but shallow gameplay.

### BLAST CORPS
**88%** 5
Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS




One of the most original games on the N64, and one you're almost certain to enjoy.

**TOP TIP** *Re-enter a race after 'doing' it to race against your very own ghost.*

### BLUES BROTHERS 2000
**28%** 0
Titus • £40 • 1/2 players • rumble pak • controller pak • Issue 46 • AM

About as bad as the movie. Purchase at your peril.

### BODY HARVEST
**91%** 4
Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW




Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



**TOP TIP** *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

### BOMBERMAN 64
**50%** 1
Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

### BOMBERMAN HERO
**66%** 2
Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

### BUCK BUMBLE
**70%** 2
Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

### BUST-A-MOVE 2
**80%** 4
Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

### BUST-A-MOVE 3
**82%** 4
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

*Bust-a-Move* as it's always been, except for a simultaneous four-player mode. Recommended.

### CARMAGEDDON 64
**8%** 0
SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

### CASTLEVANIA
**81%** 3
Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

### CASTLEVANIA LEGACY OF DARKNESS
**75%** 3
Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

### CENTRE COURT TENNIS
**67%** 3
Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

### CHAMELEON TWIST
**70%** 2
Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

### CHAMELEON TWIST 2
**55%** 1
Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

### CHARLIE BLAST'S TERRITORY
**52%** 3
Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

### CHOPPER ATTACK
**81%** 3
GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

### CLAYFIGHTER 63⅓
**24%** 0
Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

### COMMAND & CONQUER
**75%** 3
Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

### CONKER'S BAD FUR DAY
**89%** 5
THQ • £60 • 1-4 players • rumble pak • on cart • Issue 53 • GE




Shoddy in places, but crude jokes, smooth play, movie spoofs and a top multiplayer make it unputdownable.

**TOP TIP** *Missing some moolah? Try the top of the tower near the swearing cog.*

### CRUIS'N USA
**24%** 0
Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

### CRUIS'N WORLD
**38%** 0
Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

### CYBERTIGER WOODS GOLF
**72%** 3
EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

### DAIKATANA
**67%** 3
Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

### DARK RIFT
**69%** 1
Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

### DESTRUCTION DERBY
**65%** 3
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

### DIDDY KONG RACING
**90%** 4
Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA




A massive adventure mode and three different vehicles. Not quite as good as *MK* though.

**TOP TIP** *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

### DISNEY'S TARZAN
**35%** 0
Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

## WRETCHED

*The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...*






GO! GO!

## WINNER!

*Gawd bless the Queen, eh? What ho! Ryan Barnett from West Midlands is a right old patriot, as he's sent in his list of the top five greatest British moments in N64 gaming. A copy of THQ's spiffing No Mercy is his as a result. Croikey!*



1. BEATING GERMANY (ISS 64)
2. KICKING BUTT BOND-STYLE (GOLDENEYE)
3. BEING JO DARK (PERFECT DARK)
4. WINNING (F1WGP)
5. THE NATIONAL ANTHEM (TRACK & FIELD)

### DONALD DUCK QUACK ATTACK
69% 2 — Ubi Soft ● £40 ● 1 player ● controller pak ● expansion pak ● Issue 49 ● GE

Simple platformer executed reasonably well. Er, and that's about it.

### DONKEY KONG 64
93% 5 — Rare ● £60 (with exp pak) ● 1-4 players ● rumble pak ● expansion pak ● Issue 36 ● MG



It's *Banjo-Kazooie*+, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

### DOOM 64
77% 2 — GT ● £25 ● 1 player ● controller pak ● Issue 7 ● JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

### DUAL HEROES
50% 0 — Bitwave/Hudson ● £30 ● 1/2 players ● controller pak ● Issue 17 ● MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

### DUCK DODGERS
75% 3 — Infogrames ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 47 ● MG

Let down by a duff camera, but otherwise a surprisingly decent Warner Bros platformer.

### DUKE NUKEM 64
85% 3 — GT ● £25 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

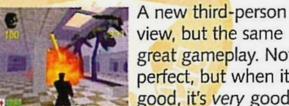


TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

### DUKE NUKEM: ZERO HOUR
90% 4 — GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.



TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

### EARTHWORM JIM 3D
68% 3 — Virgin ● £40 ● 1 players controller pak ● rumble pak Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

### ECW HARDCORE REVOLUTION
80% 2 — Acclaim ● £40 ● 1-4 players controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

### EXCITEBIKE 64
90% 5 — Nintendo ● £45 ● 1-4 players controller pak ● rumble pak ● Issue 43 ● MG




Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.



TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

### EXTREME G
87% 2 — Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

### EXTREME G2 (XG2)
85% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



*XG2* is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

### F1 RACING CHAMPIONSHIP
72% 3 — Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 47 ● MK

Decent, realistic racer, but doesn't quite match the splendour of *F1WGP*.

### F1 POLE POSITION
71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

### F1 WORLD GP
93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

### F1 WORLD GP 2
72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

### FIFA 64
39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

### FIFA '98
83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

### FIFA '99
83% 3 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

### FIGHTERS DESTINY
86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

### FIGHTING FORCE
26% 1 — Crave ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

### FLYING DRAGON
73% 2 — Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

### FORSAKEN
87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK



A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

### F-ZERO X
91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

### GASP!!
47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

### GAUNTLET LEGENDS
81% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

### GEX DEEP COVER GECKO

**22%** 0
Crave • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

### GEX 64 ENTER THE GECKO

**59%** 1
GT • £50 • 1 player • rumble pak • controller pak • Issue 21 • JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

### GLOVER

**83%** 4
Hasbro • £50 • 1 player • rumble pak • on cart • Issue 21 • MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

### GOEMON 2

**69%** 2
Konami • £40 • 1/2 player • rumble pak • on cart • Issue 29 • JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

### GOLDENEYE 007

**94%** 5
Nintendo/Rare • £50 • 1-4 players • rumble pak • on cart • Issue 9 • TW




Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.


**TOP TIP** *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

### GT 64

**67%** 0
Ocean • £50 • 1/2 players • rumble pak • controller pak • Issue 17 • TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

### HERCULES THE LEGENDARY JOURNEYS

**66%** 2
Titus • £40 • 1 player • rumble pak • controller pak • Issue 48 • AM

Fairly good *Zelda* clone, but with nowhere near as much depth. Shame.

### HEXEN

**69%** 0
Midway • £30 • 1-4 players • controller pak • Issue 5 • JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

### HOLY MAGIC CENTURY

**71%** 2
Konami • £50 • 1 player • controller pak • Issue 23 • MG

RPG which could have been better but for the tedious random battles and Americanised plot.

### HOT WHEELS

**61%** 3
EA • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 36 • JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

### HYBRID HEAVEN

**83%** 3
Konami • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 33 • JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

### HYDRO THUNDER

**84%** 4
Midway • £40 • 1-4 players • rumble pak • controller pak • Issue 39 • JB

Fantastic sub-*Wave Race* water racer.

### IGGY'S RECKIN' BALLS

**56%** 0
Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 19 • MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

### IN-FISHERMAN BASS HUNTER 64

**67%** 3
Take 2 • £40 • 1 player • rumble pak • on cart • Issue 34 • JB

A comprehensive package of all things angling.

### INTERNATIONAL TRACK & FIELD 2000

**86%** 4
Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.


**TOP TIP** *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

### ISS 2000

**90%** 4
Konami • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MK




Not a huge update, but *ISS 2000*, complete with an all-new career mode, is still a fantastic game.


**TOP TIP** *Listen to your manager's advice to keep your RPG player on top form. Rest during training, too, else you'll soon get injured.*

### ISS 64

**92%** 3
Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.


**TOP TIP** *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

### ISS '98

**92%** 5
Konami • £40 • 1-4 players • controller pak • Issue 20 • MK



Enhanced and updated and, now more than ever, the finest football game in the world.


**TOP TIP** *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

### JEREMY MCGRATH SUPERCROSS

**53%** 1
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • TW

"As uninteresting as Anne Robinson." 'Nuff said.

### JET FORCE GEMINI

**93%** 5
Rare • £50 • 1-4 players • rumble pak • on cart • Issue 34 • MK



Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.


**TOP TIP** *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

### KILLER INSTINCT

**62%** 2
Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

### KIRBY 64 THE CRYSTAL SHARDS

**72%** 3
Nintendo • £40 • 1 player • rumble pak • on cart • Issue 45 • AM

Repetitive and disappointingly unimaginative platforming with the marshmallow blob.

### KNOCKOUT KINGS 2000

**82%** 3
EA • £30 • 1/2 players • controller pak • rumble pak • Issue 35 • TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

### KNIFE EDGE

**42%** 2
Nintendo • £30 • 1-4 players • on cart • rumble pak • Issue 24 • JA

A light gun game when there isn't one. Dull.

### LEGEND OF ZELDA OCARINA OF TIME

**98%** 5
Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

**TOP TIP** *Check out N64/24 for a guide on how to complete the first dungeon.*

### LEGEND OF ZELDA MAJORA'S MASK

**96%** 5
Nintendo • £40 • 1 player • rumble pak • expansion pak • on cart • Issue 49 • MG

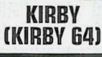


Rich and inventive, with enough intricate puzzles and heart-rending moments to blow your brain open.

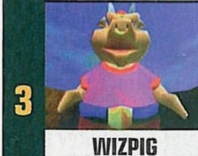
**TOP TIP** *Smash a pot near an owl statue for a red fairy, then warp to the same statue – the red fairy's back in the pot!*

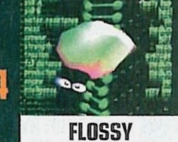
## YUM!

*There's nothing quite like the taste of a sprite, is there? Which is why Tom Hager from Abingdon has sent in his list of the top five edible game characters...*


1 KIRBY (KIRBY 64)



2 TOFU (RESI 2)


3 WIZPIG (DIDDY KONG RACING)

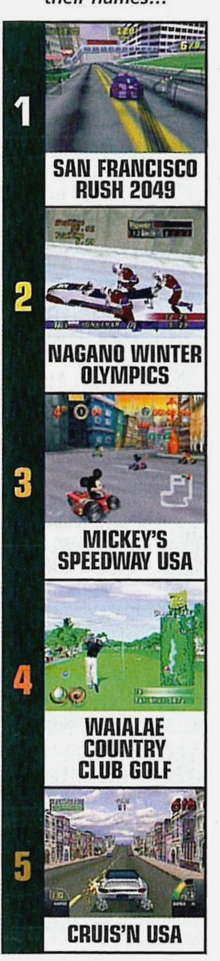

4 FLOSSY THE SHEEP (SILICON VALLEY)

5 TOAD (MARIO KART)



## WHERE?

*Who would have thought it? Sam Glover (yes, that's his real name) from Surrey has sent in a chart of the top five games with places in their names...*




### LEGO RACERS

**70%** **3**
Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

### LODE RUNNER 3D

**70%** **3**
Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

### LYLAT WARS

**91%** **5**
Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

**TOP TIP** *Achieve gold on all levels for the four-player Tank and Expert modes.*

### MACE: THE DARK AGE

**81%** **2**
GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

### MADDEN 64

**92%** **2**
EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL '99*.

**TOP TIP** *Madden super team: at the create player screen type AT(space)Madden.*

### MADDEN NFL '99

**88%** **5**
EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

**TOP TIP** *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

### MAGICAL TETRIS CHALLENGE

**51%** **1**
Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

### MARIO GOLF

**90%** **5**
Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK




Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

**TOP TIP** *Get all 108 birdie badges and play as Terminator Mario.*

### MARIO KART 64

**91%** **5**
Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

**TOP TIP** *Accelerate just before the light turns green for a super-fast start.*

### MARIO PARTY

**85%** **3**
Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN



Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

**TOP TIP** *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

### MARIO PARTY 2

**87%** **4**
Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 42 ● MG

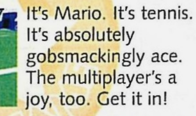



Not much fun on your own, but find three friends and your in for one hell of a party.

**TOP TIP** *Press L while on a board to hear your character cheer.*

### MARIO TENNIS

**91%** **5**
Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● transfer pak ● Issue 47 ● MK

It's Mario. It's tennis. It's absolutely gobsmackingly ace. The multiplayer's a joy, too. Get it in!



**TOP TIP** *Win the Star Cup with all the characters, then hold R while selecting your player to access the Rainbow Cup.*

### MICHAEL OWEN'S WLS 2000

**84%** **4**
THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

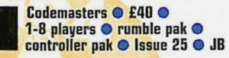
Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

### MICKEY'S SPEEDWAY USA

**80%** **4**
Rare ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 50 ● MG

*Mario Kart* clone that's short on innovation, but long on thrills.

### MICRO MACHINES 64 TURBO



**86%** **4**
Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

**TOP TIP** *Don't take the shortcuts. Try to veer off the track and you blow up.*

### MILO'S ASTRO LANES

**38%** **0**
Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

### MISCHIEF MAKERS

**90%** **3**
Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

**TOP TIP** *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

### MISSION: IMPOSSIBLE

**75%** **3**
Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

### MK MYTHOLOGIES

**9%** **0**
GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

### MONACO GRAND PRIX

**87%** **3**
Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

**TOP TIP** *Remember to use your brakes on the corners!*

### MONSTER TRUCK MADNESS

**66%** **1**
Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

### MORTAL KOMBAT 4

**84%** **2**
GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

### MORTAL KOMBAT TRILOGY

**34%** **0**
GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

### MULTI RACING CHAMPIONSHIP

**71%** **1**
Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

### MYSTICAL NINJA

**90%** **4**
Konami ● £50 ● 1 player ● controller pak ● Issue 14 ● TW




With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.



**TOP TIP** *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*



### NAGANO WINTER OLYMPICS

**32% 0** Konami • £45 • 1-4 players • rumble pak • controller pak • Issue 12 • JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

### NASCAR '99

**59% 0** EA • £40 • 1/2 players • rumble pak • controller pak • Issue 23 • MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

### NBA COURTSIDE

**90% 4** Nintendo • £20 • 1-4 players rumble pak • controller pak on cart • Issue 18 • MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

**TOP TIP** *Hold L while selecting a pre-season game to access the secret teams.*

### NBA HANGTIME

**52% 1** GT • £25 • 1-4 players • on cart • Issue 6 • JS

Two-on-two basketball gets very boring.

### NBA IN THE ZONE 2000

**69% 2** Konami • £50 • 1-4 players • rumble pak • controller pak • Issue 44 • AM

Competent, but not as good as *NBA Courtside 2*.

### NBA JAM '99

**83% 2** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MG

Not *quite* up to the standard of *NBA Courtside*.

### NBA JAM 2000

**80% 4** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 37 • MK

Smooth passing and a top create-a-player.

### NBA LIVE '99

**64% 2** EA • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

The poor man's basketball game.

### NBA LIVE 2000

**65% 3** EA • £40 • 1-4 players • rumble pak • controller pak • Issue 38 • MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

### NBA PRO '98

**71% 1** Konami • £40 • 1-4 players • rumble pak • controller pak • Issue 14 • JP

An enjoyable multiplayer and lots of options.

### NBA PRO '99

**52% 2** Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

Painfully average.

### NFL BLITZ

**87% 4** GT • £45 • 1/2 players • rumble pak • controller pak • Issue 22 • MK



Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

**TOP TIP** *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

### NFL QUARTERBACK CLUB '98

**86% 3** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT



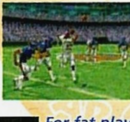
It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

**TOP TIP** *Check out our five-page guide to Yank-thrashing in* ***N64*** */12.*

### NFL QBC '99

**90% 5** Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK





Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

**TOP TIP** *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

### NFL QBC 2000

**60% 2** Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 36 • MK

Duff update. Stick with last year's version.

### NHL '99

**74% 3** EA • £50 • 1-4 players • rumble pak • controller pak • Issue 22 • JP

Good but not great. Buy *Wayne Gretzky* instead.

### NHL BREAKAWAY

**62% 2** Acclaim • £40 • 1-4 players • rumble pak • on cart • Issue 14 • DM

Little excitement, nowt original. *Gretzky*'s better.

### NHL BREAKAWAY '99

**64% 2** Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • JB

Mildly diverting hockey sim: can't touch *Gretzky*.

### NHL PRO '99

**52% 2** Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

### NUCLEAR STRIKE

**82% 3** THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

### OLYMPIC HOCKEY

**60% 0** GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

### OPERATION WINBACK

**83% 4** Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

### PAPERBOY

**62% 2** Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

### PENNY RACERS

**58% 1** THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

### PERFECT DARK

**96% 5** Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK



Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

**TOP TIP** *For small characters complete Area 51: Infiltration*

### PGA EUROPEAN TOUR GOLF

**80% 4** Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

### PILOTWINGS 64

**89% 5** Nintendo • £20 • 1 player • on cart • Issue 1 • TW





A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.

**TOP TIP** *The four Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

### POKÉMON PUZZLE LEAGUE

**89% 5** Nintendo • £40 • 1/2 players • on cart • Issue 52 • GE



Top-notch tile-matching with those loveable monsters, and the best puzzling to be had on the N64.

**TOP TIP** *Press L, R and Z on both controllers to unlock all the trainers in 2P Vs mode.*

### POKÉMON SNAP

**80% 4** Nintendo • £45 • 1 player • on cart • Issue 45 • MK

Gorgeous photo-snapping safari on Pokémon Island – but only 63 monsters?

## NO-INKY!

*The Tape of Destruction has many victims, particularly Richard Bove from Lanchester, who's sent us his chart of the top five* ***N64*** *Magazine covers to remain unaffected by tape-ink removal.*



1 ISSUE 53

2 ISSUE 50

3 ISSUE 43

4 ISSUE 49

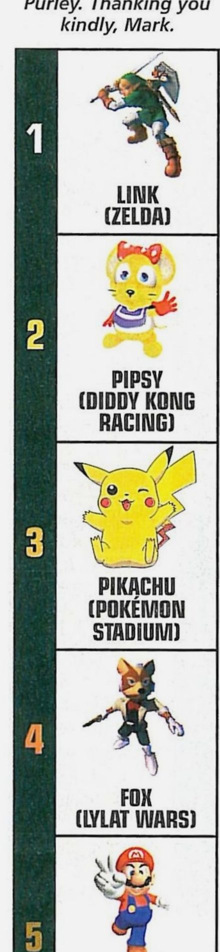
5 ISSUE 48



GO! GO!

# LUGHOLE!

*Time to praise the underrated shell-likes of gaming's best characters. This one comes courtesy of Mark Polton from Purley. Thanking you kindly, Mark.*




## POKÉMON STADIUM

90% 5 — Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG



Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

**TOP TIP** *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

## POWER RANGERS LIGHTSPEED RESCUE

9% 0 — THQ • £40 • 1/2 players • controller pak • Issue 52 • MG

Constipated puppet-men jerking their way around barren Lego-built cities. Dire.

## PREMIER MANAGER 64

82% 4 — Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

## QUAKE 64

79% 2 — GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

## QUAKE II

90% 4 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG





The one-player game is a little outdated but the multiplayer game is absolutely stunning.

**TOP TIP** *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

## RAINBOW SIX

87% 4 — Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW





Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!

**TOP TIP** *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

## RAKUGA KIDS

80% 3 — Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

## RAMPAGE WORLD TOUR

54% 0 — GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

## RAMPAGE 2 UNIVERSAL TOUR

22% 0 — Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

## RAT ATTACK

70% 2 — Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

## RAYMAN 2

73% 3 — Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

## READY 2 RUMBLE

81% 3 — Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

## RESIDENT EVIL 2

90% 4 — Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

**TOP TIP** *Kill the zombie near the police station for extra costumes.*

## RE-VOLT

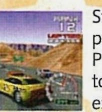
73% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

## RIDGE RACER 64

91% 5 — Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG





Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

**TOP TIP** *Keep the rev counter between 6,000 and 7,000 for a speed start.*

## ROAD RASH 64

68% 2 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

## ROADSTERS

80% 4 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

## ROBOTRON 64

75% 2 — GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

## ROCKET: ROBOT ON WHEELS

88% 4 — Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB





The most original, inventive 3D platformer you'll play in a long time. Top grade.

**TOP TIP** *Collect Tinker Tokens and Tinker will give you new special abilities.*

## ROGUE SQUADRON

85% 4 — Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

**TOP TIP** *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

## RUGRATS IN PARIS

67% 3 — THQ • £40 • 1-4 players • controller pak • Issue 51 • AM

A sparse but relatively enjoyable collection of cartoony minigames for the kids.

## RUGRATS TREASURE HUNT

48% 1 — THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

## RUSH 2 EXTREME RACING USA

73% 3 — GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

## SAN FRANCISCO RUSH

82% 3 — GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tons of explosions.

## SAN FRANCISCO RUSH 2049

91% 4 — Midway • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 48 • GE





Super-fast, car-flipping futuristic racer with countless hours of exploration in it.

**TOP TIP** *Rack up 100,000 points in the stunt mode and you'll open up an excellent new arena: Disco... Get down!*

## SCARS

79% 3 — Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

## SCOOBY DOO! CLASSIC CREEP CAPERS

23% 1 — THQ • £40 • 1 player • controller pak • Issue 53 • MG

Dire *Resi* rip-off that's abysmal in every sense of the word. Avoid.

### SHADOWGATE 64

43% 0 — Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB



An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

### SHADOWMAN

93% 5 — Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

**TOP TIP** *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

### SHADOWS OF THE EMPIRE

78% 2 — Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space-battles are ultimately let down by some lacklustre *Doom*-style bits.

### SILICON VALLEY

91% 5 — Take 2 • £50 • 1 player • on cart • Issue 22 • MK





The most original console game ever. A breathtakingly clever and supremely playable platformer.



**TOP TIP** *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

### SNOWBOARD KIDS

86% 4 — Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA





*Mario Kart* on ice. Technically a little ragged but still great fun. Check out the multiplayer!



**TOP TIP** *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

### SOUTH PARK

73% 1 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

### SOUTH PARK CHEF'S LUV SHACK

83% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off.

### SOUTH PARK RALLY

88% 3 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG





Missions, computer bots and every South Park character you can think of. Great stuff!

**TOP TIP** *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

### STARSHOT SPACE CIRCUS FEVER

68% 2 — Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

### STAR WARS EPISODE 1: BATTLE FOR NABOO

78% 4 — THQ • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 53 • GE

*Rogue Squadron* for the new millennium. A tasty shooter, but just misses the mark.

### STAR WARS EPISODE 1: RACER

88% 5 — Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 53 • GE



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

**TOP TIP** *Hold Z when selecting Start Game to see your racer trading insults.*

### SUPERCROSS 2000

76% 3 — EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

### SUPERMAN

14% 0 — Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

### SUPER MARIO 64

96% 5 — Nintendo • £50 • 1 player • on cart • Issue 1 • ZN





Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

**TOP TIP** *Sideflip and press A and B at the same time to make Mario belly flop.*

### SUPER SMASH BROS

90% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG





Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

**TOP TIP** *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

### TAZ EXPRESS

27% 0 — Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

### TETRISPHERE

69% 2 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

Confusing, complicated and frustrating.

### THE NEW TETRIS

88% 5 — Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK



At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



**TOP TIP** *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*



## GOREGEOUS!

*We so liked the title that West Midlands chap Aaron McWilliam gave his chart, we just had to include this list of the N64's most prettily scarlet-splattered games...*



1. JET FORCE GEMINI
2. RESIDENT EVIL 2
3. BIO FREAKS
4. TUROK 2
5. SHADOWMAN

GO! GO!

## Club 64 DIRECTORY readers' top five

Your top five can be anything: your top five favourite characters, your top five favourite boss attacks, your top five favourite games featuring cheese, your top five favourite multiplayer moments, *anything* at all. The more creative and entertaining, the better!

cut out and send

# WIN!

**An N64 game of your choice!**

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to:
N64 Directory Charts, N64 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

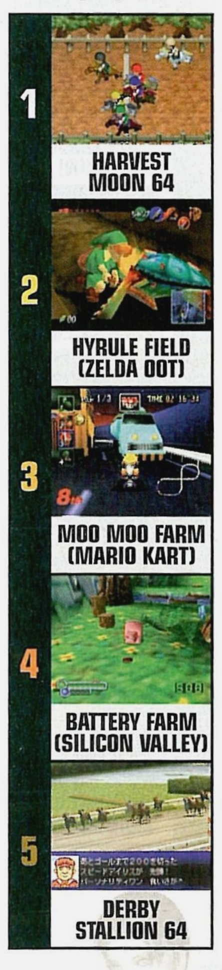
My top five.........................................
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1. ..........................
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Game wanted ..........

## OOH-ARR!

*Roight, moi luvlies. That Tom Gillespie from over in Todmordern has sent in his top foive rural moments in N64 games. Moi old mate Jethro would be right proud...*

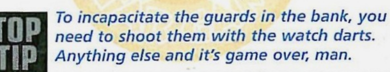



## THE WORLD IS NOT ENOUGH

88% 4 — EA/Eurocom • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 49 • MG




Great Bond shooter: the true successor to *GoldenEye*. But niggly in places, and pales in comparison to *PD*.


TOP TIP: *To incapacitate the guards in the bank, you need to shoot them with the watch darts. Anything else and it's game over, man.*

## TIGGER'S HUNNY HUNT

36% 1 — Ubi Soft • £40 • 1 player • on cart • Issue 51 • GE

Another tiresome Disney-themed platformer that even youngsters will loathe. Pooh.

## TOM & JERRY: FISTS OF FURRY

35% 1 — Ubi Soft • £40 • 1/2 players • rumble pak • on cart • Issue 49 • GE

Duff cartoon scrapper. Without a four-player mode! Pants.

## TONIC TROUBLE

55% 1 — Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

## TONY HAWK'S SKATEBOARDING

86% 5 — Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK




Very playable skateboarding sim with the emphasis on tremendous stuntwork.


TOP TIP: *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

## TOP GEAR OVERDRIVE

79% 2 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

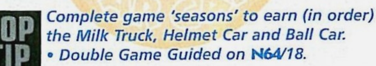
Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

## TOP GEAR RALLY

86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD




Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.


TOP TIP: *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

## TOP GEAR RALLY 2

90% 5 — Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • JB




Brilliant rally game with arcade handling. There's even a random track generator.


TOP TIP: *Stick with your chosen racing team for as long as you can to get the best possible upgrades for your car.*

## TOY STORY 2

71% 2 — Activision • £40 • 1 player • rumble pak • controller pak • Issue 39 • TW

Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

## TUROK DINOSAUR HUNTER

91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!


TOP TIP: *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

## TUROK 2: SEEDS OF EVIL

95% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



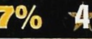

A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP: *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

## TUROK 3: SHADOW OF OBLIVION

82% 2 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 46 • MG

Brilliant in places but plain tedious in others. No match for the sublime *Perfect Dark*.



## TUROK: RAGE WARS

87% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 35 • MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP: *Search lava pits for goodies. Keep an eye on your health, though.*

## TWISTED EDGE

60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

## VIGILANTE 8

74% 3 — Activision • £40 • 1-4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone.

## VIGILANTE 8 SECOND OFFENCE

69% 3 — Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 40 • JB

Polished-looking but ultimately tedious update of last year's original.

## VIRTUAL POOL 64

77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.

## V-RALLY 99

90% 4 — Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP: *Score 100% in Arcade mode to get access to two sets of secret cars.*

## WAIALAE COUNTRY CLUB GOLF

49% 0 — Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.

## WAR GODS

46% 0 — GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

## WAVE RACE 64

90% 5 — Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.

TOP TIP: *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

## WAYNE GRETZKY'S 3D HOCKEY

75% 2 — GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

## WAYNE GRETZKY'S 3D HOCKEY '98

70% 2 — GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

## WCW MAYHEM

78% 2 — EA • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.

### WCW/NWO REVENGE
**75%** 3 — THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

### WCW vs NWO WORLD TOUR
**70%** 2 — THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

### WETRIX
**74%** 3 — Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

### WIPEOUT 64
**88%** 4 — Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW




The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

**TOP TIP** *Airbraking on gentle bends can flip you: save it for the tightest turns.*

### WORLD CUP '98
**73%** 1 — EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

### WORLD DRIVER
**91%** 5 — Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

**TOP TIP** *Change car colour: press Z at the car select screen. See* **N64***/34 for more.*

### WORMS ARMAGEDDON
**85%** 4 — Infogrames ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MK





A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

**TOP TIP** *Complete training and one-player missions for new multiplayer options.*

### WWF ATTITUDE
**88%** 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



**TOP TIP** *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

### WWF NO MERCY
**92%** 5 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● transfer pak ● Issue 49 ● AM




A huge improvement on already by far the best wrestling series, laden with options, intrigue and violence.

**TOP TIP** *The sneaky way to win is the Ring Out. Trap your foe outside the ring and leg it back in when the count's nearly finished.*

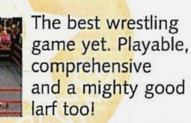
### WWF WARZONE
**85%** 3 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.

**TOP TIP** *On the character biog, push down on the analogue to select other outfits.*

### WWF WRESTLEMANIA 2000
**90%** 4 — THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH

The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

**TOP TIP** *When you pick up a weapon, slide back into the ring to keep it.*

### XENA WARRIOR PRINCESS
**81%** 3 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

### YOSHI'S STORY
**86%** 5 — Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.

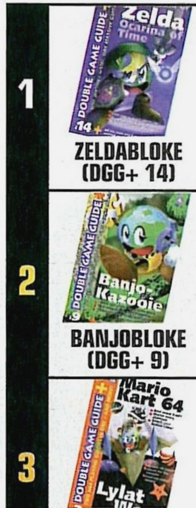


**TOP TIP** *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

## Import releases
(not yet out in UK)

| Game | Details | Score | Stars |
|---|---|---|---|
| 64 O-SUMO | Bottom Up ● 1/2 players ● Issue 11 ● ME | 90% | 3 |
| AIR BOARDER 64 | Human ● 1/2 players ● Issue 16 ● TW | 62% | 2 |
| ALL STAR BASEBALL 2001 | Acclaim ● 1-4 players ● Issue 44 ● AM | 81% | 4 |
| ARMY MEN: AIR COMBAT | 3DO ● 1-4 players ● Issue 46 ● AM | 83% | 3 |
| AUGUSTA MASTERS '98 | T&E Soft ● 1-4 players ● Issue 14 ● JP | 40% | 0 |
| BANGAIO | Treasure ● 1 player ● Issue 36 ● MK | 84% | 4 |
| BOMBERMAN SECOND ATTACK | Hudson ● 1-4 players ● Issue 45 ● AM | 52% | 2 |
| BOMBERMAN D-DAMAN | Hudson ● 1 player ● Issue 20 ● JP | 23% | 0 |
| BOTTOM OF THE NINTH | Konami ● 1/2 players ● Issue 30 ● TW | 44% | 2 |
| CHORO Q 64 | Takara ● 1-4 players ● Issue 20 ● MK | 56% | 0 |
| CRUIS'N EXOTICA | Midway ● 1 player ● Issue 50 ● GE | 43% | 1 |
| CUSTOM ROBO | Marigul ● 1/2 players ● Issue 41 ● JB | 83% | 4 |
| CUSTOM ROBO V2 | Marigul ● 1-4 players ● Issue 54 ● GE | 84% | 4 |
| DENRYU IRA IRA BOU | Hudson ● 1/2 players ● Issue 12 ● JN | 65% | 2 |
| DEZAEMON 3D | Athena ● 1-4 players ● Issue 19 ● MK | 82% | 3 |
| DORAEMON | Epoch ● 1 player ● Issue 2 ● TW | 60% | 1 |
| DORAEMON 2 | Epoch ● 1 player ● Issue 26 ● JB | 52% | 1 |
| DORAEMON 3 | Epoch ● 1-4 players ● Issue 46 ● AM | 54% | 2 |
| FIGHTER DESTINY 2 | Southpeak ● 1/2 players ● Issue 45 ● AM | 85% | 4 |
| FAMISTA 64 | Namco ● 1-4 players ● Issue 11 ● TW | 68% | 1 |
| FOX COLLEGE HOOPS | Fox Int. ● 1/2 players ● Issue 26 ● TW | 25% | 0 |
| GET A LOVE PANDA LOVE UNIT | Hudson ● 1 player ● Issue 26 ● TW | ??% | 1 |
| GLORY OF ST ANDREWS | Seta ● 1-4 players ● Issue 1 ● TW | 58% | 0 |
| GOLDEN NUGGET | EA ● 1-4 players ● Issue 26 ● TW | 52% | 1 |
| HARVEST MOON 64 | Natsume ● 1 player ● Issue 39 ● MK | 90% | 5 |
| HEY YOU, PIKACHU! | Nintendo ● 1 player ● Issue 50 ● GE | 56% | 2 |
| JANGOU SIM MAH JONG 64 | Video System ● 1 player ● Issue 7 ● JD | 69% | 1 |
| J-LEAGUE DYNAMITE SOCCER | Imagineer ● 1-4 players ● Issue 8 ● TW | 66% | 1 |
| J-LEAGUE ELEVEN BEAT | Hudson ● 1/2 players ● Issue 10 ● TW | 52% | 0 |
| J-LEAGUE PERFECT STRIKER | Konami ● 1-4 players ● Issue 1 ● TW | 89% | 3 |
| J-LEAGUE PERFECT STRIKER 2 | Konami ● 1-4 players ● Issue 32 ● TW | 90% | 5 |
| JEOPARDY! | Take 2 ● 1-3 players ● Issue 16 ● MK | 9% | 0 |
| JIKKYOU WORLD CUP '98 | Konami ● 1-4 players ● Issue 18 ● TW | 91% | 4 |
| KING OF PRO BASEBALL | Imagineer ● 1-4 players ● Issue 1 ● TW | 68% | 1 |
| KIRATTO KAIKETSU | Imagineer ● 1-4 players ● Issue 25 ● TW | 60% | 2 |
| LAST LEGION UX | Hudson ● 1/2 players ● Issue 32 ● MK | 60% | 3 |
| LEGEND OF THE RIVER KING | Natsume ● 1 player ● Issue 26 ● JB | 56% | 3 |
| LET'S SMASH | Hudson ● 1-4 players ● Issue 23 ● TW | 67% | 3 |
| MAH JONG 64 | Koei ● 1-4 players ● Issue 3 ● JD | 65% | 1 |
| MAH JONG MASTER | Konami ● 1-4 players ● Issue 1 ● WO | 69% | 2 |
| MAJOR LEAGUE BASEBALL | Nintendo ● 1-4 players ● Issue 18 ● MK | 74% | 4 |
| MARIO PARTY 3 | Nintendo ● 1-4 players ● Issue 52 ● MG | 74% | 3 |

## WORLDY!
*Ah, Worldybloke. Everyone's favourite mascot, bless 'im. Gavin Lane from old-person haven Worthing has sent in his list of the top five appearances of the world's favourite comedy planet.*



1. ZELDABLOKE (DGG+ 14)
2. BANJOBLOKE (DGG+ 9)



3. KARTYBLOKE (DGG+ 2)

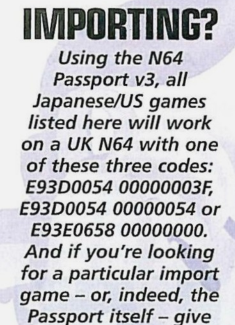


4. BONDYBLOKE (DGG+ 1)
5. X-WINGBLOKE (DGG+ 7)

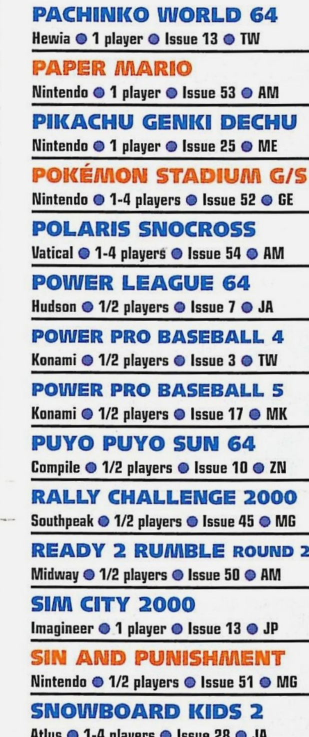
GO! GO!

## IMPORTING?

*Using the N64 Passport v3, all Japanese/US games listed here will work on a UK N64 with one of these three codes: E93D0054 0000003F, E93D0054 00000054 or E93E0658 00000000. And if you're looking for a particular import game – or, indeed, the Passport itself – give CA Games a call on 0141 334 3901.*



| Game | Details | Score | Stars |
|---|---|---|---|
| MEGA MAN 64 | Capcom ● 1 player ● Issue 53 ● GE | 70% | 3 |
| MIDWAY'S GREATEST ARCADE HITS | Midway ● 1/2 players ● Issue 50 ● MG | 71% | 3 |
| MS PAC-MAN MAZE MADNESS | Namco ● 1-4 players ● Issue 48 ● MG | 72% | 3 |
| NAMCO MUSEUM | Namco ● 1/2 players ● Issue 44 ● MG | 70% | 3 |
| NBA COURTSIDE 2 | Nintendo ● 1-4 players ● Issue 44 ● MK | 87% | 4 |
| NEON GENESIS EVANGELION | Bandai ● 1 player ● Issue 35 ● JB | 61% | 3 |
| NFL BLITZ 2001 | Midway ● 1-4 players ● Issue 51 ● AM | 78% | 4 |
| NIGHTMARE CREATURES | Activision ● 1 player ● Issue 25 ● MK | 57% | 1 |
| OGRE BATTLE 64 | Atlus ● 1 player ● Issue 50 ● MK | 87% | 4 |
| PACHINKO WORLD 64 | Hewia ● 1 player ● Issue 13 ● TW | 12% | 1 |
| PAPER MARIO | Nintendo ● 1 player ● Issue 53 ● AM | 90% | 5 |
| PIKACHU GENKI DECHU | Nintendo ● 1 player ● Issue 25 ● ME | 75% | 3 |
| POKÉMON STADIUM G/S | Nintendo ● 1-4 players ● Issue 52 ● GE | 90% | 5 |
| POLARIS SNOCROSS | Vatical ● 1-4 players ● Issue 54 ● AM | 57% | 3 |
| POWER LEAGUE 64 | Hudson ● 1/2 players ● Issue 7 ● JA | 42% | 0 |
| POWER PRO BASEBALL 4 | Konami ● 1/2 players ● Issue 3 ● TW | 54% | 2 |
| POWER PRO BASEBALL 5 | Konami ● 1/2 players ● Issue 17 ● MK | 78% | 3 |
| PUYO PUYO SUN 64 | Compile ● 1/2 players ● Issue 10 ● ZN | 80% | 2 |
| RALLY CHALLENGE 2000 | Southpeak ● 1/2 players ● Issue 45 ● MG | 61% | 3 |
| READY 2 RUMBLE ROUND 2 | Midway ● 1/2 players ● Issue 50 ● AM | 76% | 3 |
| SIM CITY 2000 | Imagineer ● 1 player ● Issue 13 ● JP | 83% | 3 |
| SIN AND PUNISHMENT | Nintendo ● 1/2 players ● Issue 51 ● MG | 89% | 5 |
| SNOWBOARD KIDS 2 | Atlus ● 1-4 players ● Issue 28 ● JA | 80% | 4 |
| SNOW SPEEDER | Imagineer ● 1/2 players ● Issue 26 ● JA | 71% | 2 |
| SPACE INVADERS | Activision ● 1 player ● Issue 44 ● MG | 73% | 3 |
| SPIDER-MAN | Activision ● 1 player ● Issue 51 ● AM | 78% | 4 |
| STARCRAFT 64 | Nintendo ● 1/2 players ● Issue 45 ● MG | 78% | 3 |
| STAR SOLDIER | Hudson ● 1 player ● Issue 19 ● MK | 62% | 1 |
| SUPER BOWLING | Athena ● 1-4 players ● Issue 54 ● MG | 72% | 3 |
| SUPER ROBOT SPIRITS | Banpresto ● 1/2 players ● Issue 20 ● MK | 58% | 2 |
| SUSUME! TAISEN PUZZLE DAMA | Konami ● 1-4 players ● Issue 15 ● TW | 78% | 3 |
| TAMAGOTCHI WORLD 64 | Bandai ● 1-4 players ● Issue 12 ● JN | 79% | 3 |
| TETRIS 64 | Seta ● 1-4 players ● Issue 26 ● JA | 42% | 1 |
| TOKON ROAD | Hudson ● 1-4 players ● Issue 12 ● DM | 49% | 1 |
| TOP GEAR HYPERBIKE | Kemco ● 1/2 players ● Issue 44 ● MK | 64% | 3 |
| TRIPLE PLAY 2000 | EA ● 1-4 players ● Issue 29 ● MG | 50% | 2 |
| TRUMP WORLD | Bottom Up ● 1-4 players ● Issue 21 ● MG | 21% | 1 |
| VIRTUAL CHESS | Titus ● 1/2 players ● Issue 18 ● TW | 76% | 2 |
| WCW NITRO | THQ ● 1-4 players ● Issue 27 ● JP | 42% | 0 |
| WCW BACKSTAGE ASSAULT | EA ● 1/2 players ● Issue 54 ● AM | 46% | 2 |
| WHEEL OF FORTUNE | Gametek ● 1-3 players ● Issue 11 ● TW | 17% | 0 |
| WONDER PROJECT J2 | Enix ● 1 player ● Issue 1 ● WO | 55% | 1 |





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## HOW TO ENTER

**Terms and conditions**

Competition is open to residents of the UK, Eire and Channel Islands. The first 10 correct entries drawn after the closing date will be the winners. No responsibility can be accepted for entries lost or damaged in the post. Prize is as stated, no alternative can be offered. All entrants are bound by the rules. The judge's decision is final and **N64**/Frutina will not enter into any correspondence. Winners will be notified by post. All entries must be received by 18th June 2001.



**How many of Frutina's friendly aliens can you see scattered around this page?**

**a) 9**
**b) 11**
**c) 16**

Just circle the correct answer then fill in the form to the right – making sure it's fully legible, please. All entries must be in no later than Monday 18th June, sent to the following address:

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**N64 Commemorative Plates Co. Ltd are delighted to present 'Conker', a charming tribute to the squirrel whose star is most definitely in the ascendant.**

### Over 12,000 hours of effort goes into each piece

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### True-to-life imagery of Conker and chums

Each and every detail of this endearing scene has been lovingly brought to life by skilled artisans. See the longing azure tint in Conker's eyes and the lustrous crimson-umber sheen of his luxurious fur. His playfully inquisitive expression is just so engaging, and really evokes the fun-packed spirit that the squirrel has become known for around the globe. What finer tribute to his lasting legacy could there be?

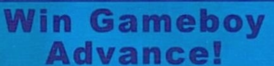
### A conversation piece to which simply everyone will warm

This jaw-dropping plate will make an excellent focal point for endless discussions between you and your salivating friends. It is also bound to bring you years of enjoyment and lashings of that special brand of Conker love that will make you the envy of everyone you know and countless generations yet to come. Archaeologists of the future will probably think you were a tribal king or queen, endowed with mighty riches and beautiful works of art.

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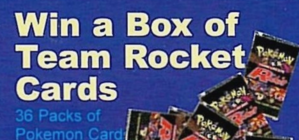



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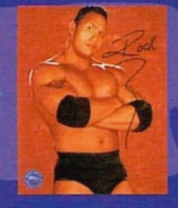


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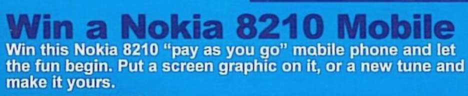
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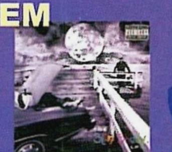
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